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### 16 Mortally wounded

Got those Mortal Kombat blues? Here's the cover, a filmative review and playing guide of Acclaim's arcade blockbuster, Mortal Kombat. We play the game to death — literally.

### 23 Slaughter sport

The hell is on to find the SEGA FORCE MEDIA Mortal Kombat character. In our exclusive competition, you could win a Mortal Kombat arcade machine.



**WARNING!** Those of a nervous disposition should avoid this game at all costs. It's gory, bloody, cundling and corking, with a...

# Mortal Sin

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# Editorial



I've given you real trouble off in the big bad-boy room, with Aristotle and Copernicus presiding for trials on the show tables — Metal Combat and Street Fighter II Championship Edition

as my stand-in September editor, which was a flat-out good job in the great scheme here isn't really an issue, we both games people to be experts in their own right so, whichever way you look at it, it's a Mega Drive game who will be the one.

Every show being his first, however, you, to get it another way, there's always someone prepared to give on your behalf, and this month's no exception. Every Sega mag in Britain has been bringing you lots of Company's deft but some magazines had one in particular, it means, but couldn't wait any longer.

Now while I agree that all a fair to say, we're publishing, I still can't believe that Sega Magazine had the gall to ignore Street Fighter II Collector's Edition's honor over the 10 years and back a gap with a 24-page feature on the game.

But that there's something odd or unusual about that in itself, it's just not a \$4.99 effort that out of all the commercials used, 14 of 'em were taken from the Super Nintendo game. Indeed, there were only SEGA Sega shops used in the whole 24-page piece, and somehow did the magazine print out that SEGA shops had been used.

This could, of course, sound like a nasty case of cover grabs on my behalf but the fact is out after magazine, THE FORCE effort in the use of their 24-page commercials for a feature, but I found them close to the belief that our readers would not object. Well, would you?

And here we come to the month, if you don't mind someone starts being used to promote previous, news and special features, we'll well pleased to provide them. But it's up to you, either get or bring on someone long before they cross the Mega Drive, no reviews in particular would benefit from the use of 24-page ads... or would they?

To find out one way or another, we're opening five special prizes from for you to test your skills on the subject. If you want a maximum of four Sega magazines your name — cheaper than a stamp — and the results of the poll will ensure that we can better meet your needs. See page 13 for details on how to have your say.

Meanwhile, enjoy the issue and happy battles best!

Steve Shields — Managing Editor



I think one thing guaranteed to bring a smile to any hard-working game's mag, it's the prospect of an all-expenses-paid foreign trip. And when there's the prospect of actually finding something interesting to write about once safely encoined back at Command HQ, that tends to make it a little easier.

In the case there were no stories or that means. The 24-hour Consumer Electronics Show has to be THE hottest happening around when it comes to console entertainment, with all the big players (and lots of smaller ones) queuing up to showcase their up-and-coming products.

A four-day event covering every aspect of electronic home entertainment, the year's Summer CES featured over 875 exhibitors representing 83 countries, a staggering 58,710 trade press attended the show, while a respectable 27,694 consumers paid their dues to take the best of locally-sourced and/or imported 443,118 square feet of floor space. You, you might, it was tracking!

## The Mighty Sega

Powered by a massive Jurassic Park entrance gate, Sega stills easily have a stand in the show more a kind of show to themselves! The usually crowded area beyond the gate spanned a mighty arcade machine, a raised stage — complete with booming PA and dazzling lighting rig — plus the usual row of Mega Drives and Mega-CDs, all hooked up to monitors displaying



# My Ki

The USA's Consumer Electronics Show is without doubt the biggest bash on the world's console calendar. A twice-yearly event, this summer's extravaganza was held in the windy city of Chicago and, as ever, it was packed to the rafters with cracking console product. So much stuff, in fact, that we're dedicating half the news section to a CES special report. Steve Shields is the man with a fistful of dollars (and pocket full of Niks Seltzers!)



the latest in home audio/CD player games.

The Jurassic Park section offered playful previews of both CD and CD versions of the game — which are about as far apart it terms of parody to you can get.

Exciting some superb PlayStation-style graphics, the car incarnation is a slick platform romp with the kind of atmosphere that makes you go "Wahhh! I Choose to play Dr. Grant or — per the — one of the dinosaurs in kidnapping their progeny for a hefty share around multi-directional cooling fans.

Meanwhile if (couldn't) be better. As Dr. Grant, you'll make your way to Jurassic Park's vector center in order to rescue the hapless dollars therein. The other option — a touch of genius on the programmer's part — has the player attempting to escape the island.

Regular energy up-ups in the form of food must be crafted and the Williamson (as Dr. Grant) is able to shove objects around to create handy platforms. Different strength weapons are

# inda Town

available to Grant if you know where to look) including two kinds of teleporting staff: gas compressors and grenades.

On way of completion, what was then looked and played a test — huge, three-headed snakes rising violently around a colorful, convincing landscape.

## The sky's the limit

Members of the programming team *Blue Sky Software* were on hand to answer questions about *MD Jurassic Park*; they were so excited in the demo about a UK release date so I was.

They did tell me all about the unique Artificial Intelligence system which will make the game feel like it's different, however, and although there wasn't a massive amount to see, it was certainly enough to convince me it'd be one hot cat when it's finally available.

There was even less to see of the CD track edition of *Jurassic Park* but again what there was looked excellent. Using actual footage from the film (but enhanced considerably so it doesn't look unpleasant next to grainy as you'd expect) it's a gripping adventure viewed from a first-person perspective.

Much of the code was still being experimented with but the post-and-click interface was working beautifully. Building turrets was crap and tedious, although the demo themselves did



needed a lot of work, particularly at present, they'll no doubt improve immensely before release.

An interesting angle to take: making the game an adventure, but one thing about both versions that pegged the cap was the fact that, bricked in real time, they both break apart of the ludicrous *Nintendo* recreation. Hal

Look West — it's not that building from the right, kind of, right, almost half way along, what if you mean, you can't see me?

## The Penny Drops

The *Sega Arcade* section I introduced earlier gave unlimited credits on a full eight-player *Motor Racing* set-up (plus new play list in selected UK locations and, as we mentioned last issue, on your Mega Drive) — but it was the *Bonnie* arcade machine which turned most heads.

A one- or two-player game screened while the action takes place on a gigantic board controlled by *Bonnie* instead. On *Bonnie's* Players control the red blue side (while the built-in robot controls ending are, interestingly, around a high-speed landscape via a coin-fed controller (similar to the *Mouse Command* and *Castro* concepts if you're old enough to remember).

As you'd imagine, the graphics are simply breathtaking, while gameplay will surprise frustrated MD owners — it's tough (but usually different in concept from either of the *Bonnie* games). I very much doubt that this one is going to be able to leave competition but every reason to come. Worth a few 50 pence of anyone's money, though.



*Sega's* *Virtual Racing*. Virtually finished according to recent reports... we just can't wait!



Sega have more sports games than you can shake a stick at (barely).

## Be A Sport

The second largest section at the Sega area was dedicated to their all new sports area — called, funny enough, *Sega Sports*. Having never been particularly keen on the sporting channel here, an extensive line-up proved to be the one last aspect to be looked over, stem-barked but not sought out.

Among the titles you'll see when the label becomes here is the UK box *Street Soccer* (Street) an absolutely astonishing game featuring the most realistic graphics — on Mega CD at least — I've seen in any sports sim. Even *SNES*. Football '94 has undergone some startling improvements, with character animation taking the series 30 new forms of realism. *NBA Action* (NBA) includes some superb updates and *Sega* promise the commentary will be more realistic than ever (a intensely annoying if my *Nintendo TV* viewing experiences were anything to go by).



## Lookin' For A Fight?

**T**he time to take a look at Capcom's vaguely swathed (and somewhat or what?) Street Fighter II An' You before Spring out in the States I discovered that a real US Sega mag had exclusively reviewed this strategy book way up so I was more than a little keen to find out too.

When I eventually caught up with Capcom's accommodating PR reps, Linda 'Thunder' it all came out in the



even briefly. Capcom had Championship Edition and agreed to show the cars to our team, who flew to California to do just that.

Early on, Capcom decided to completely re-work the program and make it feel like the 26-player Turbo edition instead. Word never reached our desks in time (perhaps) so they posted the review.

The way Capcom put it, their version of the game will still appear but only as an option on the limited set — a feature known in sports terminology as the all-star game Turbo game. There was only one interesting early demo of Street Fighter II Turbo Edition on display (it's coming, unfortunately) so about as much as I can tell you about this!

## Mega Telly

**O**ne of the most interesting aspects of the show from our fellow Americans perspective was the announcement of a new Sega TV Channel. Most US households have cable TV so Sega have joined forces with other companies to launch a TV channel 100% dedicated to the Sega Game.

Subscribers will be issued with a special decoder card which plugs straight into the console, then when they're tuned into the correct channel, they'll be presented with a menu of options. Literally hundreds of classic MG titles can be accessed and played directly down the wire, as well as playable demos of upcoming titles plus competitions and news etc.

All in all, it sounds like a get together with Nintendo's coffin and it must be said I'm as jealous as hell with so few homes looking up to cable here is being old. Righty, it's righty unless that Sega TV set ever see the inside of our remote eye hole.

**T**he Sega hardware designers have come along fast only do we have our own CD drive which Nintendo don't (yet), but now there's a new disc called The Edge 16. America's Mega Drive owners also have their own keyboard (technically, too).

Developed by communications giant AT&T and FT Magic Inc (a soft and hardware development company based in San Francisco), the new Edge 16 plays directly into the Mega Drive and acts, among other things, as a modem. The device allows users to link up to other MG sets via existing phone lines and hold conversations as they battle it out on the 16-voice two-player game.

It does prove prohibitively expensive to use the system from phone calls are much cheaper in the States but it does allow it to mean that Street Fighter II fans, by example, will be able to initiate long-distance damage from one another whether you're controlling snakes in Scour-



# Hard-Wearing

smash or Chun Li, or Chéwick, the only little hero will be your bank balance.

As well as allowing game-fraks to compete down the phone when the new Edge 16 also recognizes low-cost EdgeCard slots. Each card can contain masses of information and, although still in its early stages, sealed AT&T staff demonstrated how characters and statistics can be dumped from the MG into the card which stores the information for later use.

This means replaying characters, for example, can be stored on a card and plugged into any MG connected to an Edge 16. This year's newest releases rose to a brand's focus on the pocket-sized cards and release them as they arrive.

The keyboard attachment was on display during the show, as that too is still in the experimental stage. Whether it can be attached in a center (so you can use your MG on a WFN bar's class) is not the only use that was suggested by me at the exhibition was for adventure games — where the player types in commands before the program responds. It would be a pity if that were the only benefit, but I'm sure that eventually there'll be 101 uses for The Edge 16.

## Jumpin' Jimmy!

Once performers making their debut were the Activator and VII (Seven). There isn't a lot I can safely say about either, though as The Activator struck me as being a bit odd — and I was turned from getting my hands (or eyes) on the WFN space on the grounds that I was Sigourney's fan, pointing out that I ain't in fact a Werewolf didn't make any difference.

As well as those, the soon anyway, The Activator is a body-sling of inflated remains that is at the player's feet. Certain games will be executed through it, be manipulated by the player throwing punches and kicks over the inflated beastie, but in practice it proved to be



*'She's about like hell with shoes. Anyway that — are become separated over by the... hey! Did I do that?' A tourist accidentally trips out the new Activator...*

*A prize band member flexion on how the show should be used — but are you allowed to flex in boxing?*







### Multiplatform and unresponsive

It's the great idea that took Sega, but early on in the month, I'm afraid. We'll look at it in greater detail when it's released here by which time there should be more games compatible with the Advance.

So for us Sega Virtual Reality want to be fast, I don't even get a look in. An epicologic but also-firm 3D percentage on the VR stand was engineering site-to-site demonstrations with the prototype VR headset — all sitting close behind closed doors — but as I stepped up to be the product to take my place I was told to be unresponsive that 'we're sorry so but no English journalists are being admitted to the VR booth, so there we going to launch in the US

## SONIC SALE!

If you thought the Sonic panel cases in your local Woolies were pretty cool, check out this list of bonus goodies that our American friends have access to...

- 3D racing game
- Belted one
- Beach towels
- Bedspread
- Board games
- Board shorts
- Mobile game
- Card games
- Coin banks
- Costumes
- Gift boxes
- Gloves
- Hats
- Key chains
- Keys
- Laser pens
- Laser speakers (TV)
- LED handhelds
- Make-up (TV)
- Night lights
- Party packs
- Pencil holders
- Pinball game
- Pinball figure
- Pinball launch

- Boxes
- Pushed handles
- Plushies
- RC vehicles
- Refrigerators
- Rubber slippers
- Shower
- Shower
- Shower chairs
- Shower
- Tape players
- Tank tops
- Towels
- Toys
- Trainers
- Trainers
- Trading cards
- Underwear
- (both sexes)
- Valentine cards
- Vests
- Vinyl necklaces
- Watches
- Wallpaper
- Water pistols
- Window shades
- Wrapping paper
- AND MUCH!

# What's New In Blue?

## SONIC! SPINBALL



I like a little after you've been told about the release of another Sonic game that you're out of luck. There wasn't one new Sonic game at the show — there was TWO.

First of the production line will be Sonic Chase — a Sega Game-boy platform strip which plays like a cross between Sonic The Hedgehog and Sonic 2.

Coming out next is up to be usual thing, this time he's after his old Chase Emeralds which he needs to build a devastating weapon.



With only one part of the first level up and running, the nearly three-minute play time wasn't such a hardship...

mean. Close to buy either Sonic or Tails. Don't get out to 1000 lbs. There's even someone to be taken and the first Sonic got a few new hats to try. He's alone? The Sega Disk and Pocket Sonic are new game up. Although I can't find either on the stand I played at the show. Still a great game by the look of things, although it's a bit cryptic at Sega to make it for the Sega Game only.

### Casino nights

The second (and possibly most exciting) new release at show was Sonic Roulette. A one to four player game based on the Casino Night Zone of Sonic 2. Sega only had a video-based running game of the game at the show (though the roulette wheel).

Available on Sega Drive not only to begin with, once again the copy reviews come again around Dr. Robotnik and he's actually given. For the during the next year's built a next history lesson for some reason, The Sega-O Fortune which is located beneath a video screen.

Powered by the fully Proled Defense System, Sonic must infiltrate the headquarters and once again rescue his abandoned chums. Here get a strategy new job of Power Suspenders and according to the programmers, a few new moves to help him on his way. The only question remaining now is: what are his going to do?



We considered this for a third cover image but decided it just wasn't up to it — here Mega Drive (Advanced) Gaming went and proved us right!



The new VR goggles: You can look but you'll hear it and touch, in fact, you can't even look if you're British!



We know, you're even if all before — the software Mega-CD 2 will look good, and the fourth quarter of 1994, at the earliest.

I can understand that Sega don't want to show their hand too early with the one level one of their platformers game console that the system was still a bit of a mystery, but surely they want to create as big a buzz as possible?

### Six shooters

Everybody and their granny has heard of the big new six button controller on the way to the Mega Drive. A control pad and a joystick, both will be released in time for the debut of Sega Street Fighter II — but Sega announced at the show that a further five games, already in development, will utilize that three-axis buttons.

The titles are Disney's Aladdin (Disney Champion), Disney's Hunchback of Notre Dame, Disney's Rascal X! but there's no truth in the rumour that Sega intends an experimentation with a ground-breaking side-kicker that gameplayers can have played on at special Sega events.

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# Arty Smarties

**E**lectronic Arts look set to maintain their reputation as 1995 3D-poly developers of the month. A very strong line-up of titles were premiered, a couple of which we have to reserve the issue for (D3D and Techno Daze). Other than their EA-branded gems the following featuring *Madcat Pottery* (a wiser title for a wiser 3D-Meg game where you play a ghost and scare your old relatives out of their wits and, hopefully, mansion) *Madcat League Hockey* will be similar to their previous 3D Football, only former still (see elsewhere) and new out for us ahead!

There's *James Bond 007: Operative Alliance* in which the double-00ish agent once again finds himself on the trail of Dr Mapple. This time the most serious place to plant the device (and) of the moon (and with a special fruit pill, robot tools and sea). Bond is close to his last!

*Master Of Vengeance* is a 3D or two-player game where you slather a warrior, business or wizard then back and stay your way through seven levels of gaudy, vulgar and disgusting, look great!

*Super Baseball 2000* is an arcade conversion — over based at 27 — in which one of two players select their team from major league and minor league. There are a number of other odd areas where the baseball rules have been bent to accommodate a more exciting playing style but since I know little about baseball I'm off to see to explain any to you!

## Don't get Madden, get even

Under the EA Sports banner are the John Madden Football 96. This version has better looking features in some leagues and seems to be a lot of fun to be made over the last NFL logo appears just about everywhere (photocopied). Another recent American football game, *96 Madden College Football* at least looks different to cover games in the game but not being a fan I can't say if it's better. I was interested in *EA Sports Soccer*, though — I read I've played many football games on every format on my list. It's a shame EA didn't have anything to show on this one although I know it's presented at an odd angle for a football game (3D) somewhat and using unique overhead kicks and the ability to cheer the ball will be disappointed.

The only game in Italy is to be playing for a while, though it's the racing game!



**We'll review James Bond 007 just as soon as we can — our word is our bond!**



**With expanding players, fun shortcuts and shortcuts to expand with, Madcat League Hockey players will have to get their skates on!**



**Top: Soccer 96 happens with a dash.**

**Let it Behave: Water 3D perspective and an equally odd story — The Huntling's got the lot.**



## Not So Seedy

The new Mega-CD games that had double the price in mind over were *Slade's Fire* and *Star Assault*. Their good reviews are finally being used to the M-CD's success and using the machine for something other than old cartridge game enhancements — both of these were fantastic!

*Slade's Fire* looks somewhat similar to the Nintendo game. Starting, it is much more a feature of space-themed strategy based on the teams with polygon graphics.

In the demo your craft will only seem to stem along the surface of an alien planet, but that wasn't too much of a disappointment, as there were more than enough game-based obstacles and enemies to avoid or annihilate. Fun food and music, it handled extremely well and looks set to give Mega-CD owners everything.

### Use the Force

In *Star Assault*, getting someone well used to a problem, although stating that we're certainly on taking control of a swarming digital X-ray fighter from the Star Wars films, the action involves around steering the ship through a series of enemy cannons and blasting the hazardous odds everything and anything it got way.

The action is interwoven with scenes from the film, which tell the story as you go along — I presume there was no sound on the game, so I couldn't be sure. It's altogether possible of course, but there'll be one hell of a lot more on top of the dodge or die tale I saw, but here a nice Mega-CD owner whose breath is well and truly blown (never better felt I cannot get dirty enough a response!).



**A breathtaking intro sequence gets the ball rolling in Star Assault. And so to your fate, we're going for!**



**Shooting across the surface of a moon in Slade's Fire takes time to master, but it's worth the time.**

## Earl E Daze!

Despite all the flash and sizzle of the 4-D games, there was one real (and) subtle sizzle at the show which really impressed me: *Teacher & Earl 2* has to be the best weekend game ever if you're familiar with the lot of the-well-offering, you'll know exactly what to expect in the home setting, but generally what the sequel is a total rework.

Once again taking control of either of the two teenage slugs with the player Funk, the player negotiates a hazardous (and) occasionally wondrous landscape attempting to catch smart bunnies and save them from Earl.

Doesn't sound too peculiar on paper... does it? But when you see (and hear) the game in action, it'll make you wonder and so much more! Incredible graphics combined with the hippiest sounds around (including the word gameplay perfectly).

I played *Teacher & Earl 2* for over an hour and cursed my appointment schedule when it was time for the last evening & 300% (and) over I was one. Totally sold.



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COMMODORE FORCE is the UK's largest Commodore magazine. We are looking for a sub-editor to help us produce a high-quality magazine for our readers. The magazine will cover all the latest news in the world of Commodore computers and software.

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Now get a copy of *Impact Magazine* for free! Contact Impact Magazine, East Kent, Canterbury, Kent, TN11 7BZ. Every day in the afternoon, 10 days (UK) and one day out of every week. Your magazine (UK) is not available in the USA.

# Psycho

A meeting with David Williams and the staff of the new Psycho (and) looking back with enthusiasm for the future. As reported last issue, Psycho's team have brought out the multi-media game *Dark Legends*, and this combined talents are sure to provide some exciting games.

In the meantime, they've got *Dark Riders* & *Crucible*, which despite the flashy graphics and flashy marketing efforts, is a bit of a let-down. The 5000K of data, 15 minutes of real time footage and 800 3D colours look great, but with the graphics getting all that attention, they forgot to include the gameplay!

It's nowhere near as fast as many have made out — the biggest problem seemed to be the day-high expectations everyone had for it. The realistic cinematic (and) slower background simply isn't exciting, and special graphical effects almost no chance for their own.



We'll have a review of *Crucible* on the Mega Drive next issue, plus feel some reviewing the delayed CD release.



good. Expect that there soon. Psycho's staff (and) spectacular achievement could well live up to the high expectations through *Arms* (5000K of sound and graphical data are processed and will at update speed of 30 frames per second, this could indeed be the game Mega-CD owners have been waiting for).

Featuring an amazing cinematic trailer to the Developer and entrepreneur Atlantic Voyage (Atlantic's adventures telling their way through a human body) and an original Phil Williams soundtrack (all indications of the stage are excellent. Watch this (and) space!

### A Two cart-horse race

Two can race together, due to release are *Peggy & Kelly* in *Lizzy*. The former looks like an attempt to create a character to rival Goddard's egg-shaped hero. *Deary* with white graphics and gameplay. To be honest, I don't play the game at the time but know what I said (and) gather from various sources, I didn't mess up.

*Lizzy* in *Lizzy* appears to be by far and away the better of the two games, with over 20

## And There's More!

On the big game news from Sega included the imminent release (in UK) of *Emmel* (Champion) with *Castles* & *Street Fighter* (and) bringing records left, right and center out, they just had to get some kind of best ever released in challenge it.

Having played an early demo of it, though I wasn't overly impressed. Okay, so playing eleven lights with really different combat skills (from *Green Berets* to *Kapow* (and) *Light*) against one another is an entertaining concept, but it's hardly original is it?

### All this and *Shinobi*, too, eh?

To be fair, originally, so I really like the idea here, very popular (and) on up must rely on the same tried and tested formula, but from what I played of it, *Emmel* (and) *Champions* seemed to lack even the gameplay. The system were only add a few of the even



# No Noses!



**Blazing Souls will never grace the same stage after Microsoft.**

effort soundtrack, a personal 56 levels of action (split over five different worlds) and a steady spin across two-player matches.

Program allowed us to see as many rebuffs as possible — the life characters on attack, you see, and their stage rebuffs have escaped — using any number of the possible one hundred spells to achieve the task. We're all waiting for your Papyrus regarding the release of all these games... you know when we do, okay?



**Blazing Souls may feel like a certain egg, but apparently it plays like a dog!**



**Blazing Souls: Papyrus's Way to Live! Sports excellent graphics — find out how it plays next issue...**



## The Great Screenshot Debate



**'Can YOU spot the difference?' One of these shots is from the SNES version of Street Fighter II, the other from the Sega. Can you tell which is which? Or you even here?**

**M**ade called mulling in the Mega Drive magazine sphere this month (see Sega's editorial counts on page 6). Basically, the issue is this: Should magazines use Nintendo screenshots to feature articles on Sega games?

Let's face it, we've had the policy that if it's a Sega shot, it's got to pass in the Magazine. Other magazines don't seem to be bothered one way or the other, though (Mega magazine posted at least 74 SNES shots in their last issue, for example), so we decided to find out how you set on the subject.

To find out, we're letting you to phone one of our two special vote lines and have your say. Calls cost a maximum of just 10p and the lines will be open 24 hours a day until August 31.

If you **DON'T** want Nintendo shots in the magazine, phone

**0838 007894**

If you **DON'T CARE** if Nintendo shots are used, phone

**0838 007890**



While calls, there are games and gadgets.

Tickets cost £7 per day (or £16 for a family of five). Look in our news pages next month for a Live '93 preview which we'll offer a limited price of free tickets.

All this and more is promised, so stay in touch for further details. The show must go on... and on and on, and on!

**Live and street!**  
**TV and radio**  
**breakouts will**  
**take place from**  
**the Live '93**  
**show every**  
**day. Come**  
**and play!**



## Alive and kickin'

**W**ith all the fuss over the American Consumer Electronics Show, some UK subjects may be feeling a little hard done by. What about a CD to break yourself?

Okay, you won't be our intended Live '93's a brand new electronic show taking place at London's Olympia exhibition halls between September 18th and 20th — and guess who's organizing the games section? LIVE '93! That's right: *Street Magazine* (the company who bring you the mag and its sister publications) are in charge of the entire section.

### Live and let live?

There'll be a gigantic games gallery featuring the greatest in arcade and computer children's world. There'll be carls games and single coins to sample the very best games, as well as a few surprises slated for release next year.

You can take part in the National Games Challenge, our chance to seek out the UK's most accomplished gamer... and view our one



background to fight against? All this and more is promised, but it's early days yet, so we'll have to wait which way it goes through the rest of its development.

Should it? — *Return Of The Mega Master* was also available for (limited) play testing. A real improvement on the first two, was the impression I got, although that's about as far as it goes.

Master in Japan has had extensive hands-on experience of the game and rickins I'm being overly generous! Fair enough, you can check out his comments in the Preview section of this mag.



**THE CONSUMER ELECTRONICS SHOW  
OLYMPIA 16-20 SEPTEMBER**

# IT TAKES AGES TO REACH THE END.

Check this out!

**LIVE '93** The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic meters of Hi-Fi, TV, video, home computers, in-car stereos, cameras, camcorders, videoscopes, cables and satellite equipment.

And games. Here games, consoles and systems that you've never seen. In fact, the biggest free games gallery in the UK designed and built just for you. What legend's four-wheeled Pkiss for all the latest games, facts and stories - and take part in their National Games Challenge.

Plugs or what?

But there's more. Live TV and radio broadcasts, live music or stage celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions - you name it.

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Tickets cost £7 or £14 for two adults and three children (if you're under 14, you need to be accompanied by an adult).

Call the LIVE '93 Hotline on 011-873 8161.

**LIVE '93**



**GET YOUR FINGER ON THE PULSE**

Tickets cost £7 each or £14 for a family of two adults and three children (if you're under 14, you need to be accompanied by an adult.)





# Mortal

The big beat-em-up landscape just keeps rolling along, but due to the graphic nature of the violence between the two great "Comic Book" eras of the past, the park is releasing it as a bumpy ride. Somewhat below the tried-and-true formula for this sort of thing, with one player competing against computer-controlled opponents or two fighting one-on-one.

The object is to gain supremacy in a grand tournament. There are five skill levels and semi-differed characters to choose from, each with their own strengths but no discernible weaknesses.

All the standard beat-em-up moves are included, with kicks, jumps, punches and the like all executed easily and quickly on the joystick, and each having a varied effect upon the opponent's power bar. The character's special moves, on the other hand, take much more skill



Liu Kang gets a kick with his special.



to perform, although once mastered their effects can be dominating.

When *Mortal Combat* really stands out from its contemporaries is in the gore aspect. As the Furious Five would say, there's lookings and lashings of it: huge spurts of blood and splatters from fighters' limbs each time they receive a decent smack in the gut, which then drip to the ground in grey pools before gradually draining away.

The so-called death moves are some too pretty, either, see the special "Death Of Baby" box elsewhere in the review for details on what, exactly, the fun is all about.

## A fighting chance

The player games show each person to select a character of their choice from the seven available. Then enter a best of three match in one of five scrolling arenas. The game also allows both players to select the same character, one of the



Bob Zoro looks like he's near his match with Steve, as Shoupen flies in for the kill.

While the world and its auntie have been eagerly awaiting the Magn Drive arrival of Capcom's *Street Fighter 4*, Acclaim Entertainment have been busy converting one of the arcades' most brutal beat-'em-ups to run on all Sega machines. Already infamous due to the controversial "death movies", we look behind the hype to find out if there's a game in there, too!



# Kombat

either wearing a slightly darker outfit to avoid confusion.

Throughout the outcome, the computer keeps a record of how many victories have been achieved up by either player, which is displayed after each win. Triumph covers three in a row and you get to enter your name.

Special rounds involving a simple button-mashing exercise in order to perform a battle chip or increasingly tougher scenarios are also included, although they're just like damn easy to be any fun. And then there's the mysterious "Special" item, but we'll leave that for you to discover if everyone feels a surprise. Don't they? Well, okay then, maybe not this one!

## Single play

Single player games use the helpful Kombat's leading at 50 of the unselected fighters in succession, then having beaten them, facing a minor image of their own character to progress to the individual rounds.

These aerial-looking test characters per round, one after the other — they have a full energy bar each, whereas the player's only get one to work with. If just when the three endurance rounds are completed and you don't necessarily need



Above: It's tough at the top, all night, with Goro and Sheng. Young just waiting for any weaker health opponent to challenge 'em.



Sub-Zero's hit killed into the spot — his opponent's been frozen solid!

## DEATH OR GORY!

It's wild as the fun about 'em? There's no doubt about it, you can't be too strong. You'll be killed, mostly, as they're designed to be. Each fight has a "Special" round in it, which is a bit like the endurance mode — you perform a player wins the round by beating their opponent's at the end of the round. This does the game. You'll find that the opponent's progress for a moment while the "Special" round appears.

With the player who is the "Special" round, a lot of times, you'll see a "Special" round. This is a bit like the endurance mode — you perform a player wins the round by beating their opponent's at the end of the round. This does the game. You'll find that the opponent's progress for a moment while the "Special" round appears.

More interesting, maybe? Use King's resources that they'll don't believe in — the hard way!



Sub-Zero moves in for the kill after another successful ice job...



## ADE 84%

I've worked on the meg a long time and I've done games which involve slugs of hope tend to be a job at that. The excitement, however, was electrifying when Mortal Kombat arrived. It's plugged in the cut, those two fighters, started playing and... oh dear — so good! Where was all the blood and guts? One of 'em is a girl! "What a disappointment!" and it's good, sang round the office. What was to be the best, most controversial (best) one up on any machine turned out to be a real real battle.

They: Reiko, Eder steps left, the girl looks Okay — play! WOW! "Yes! Please!" This is more like it! What an EXCELLENT game! What a difference the blood and guts special FX make. The appeal of Mortal Kombat's increased better when the cuts a corner. I appreciate, usually have given the option game of the game. They may be the odd approach game — but I don't!

We've suffered from too, Sega, huh? There been I learn a second year-one best, on-up from FX Fighter and that appeared in the first issue of SEGA FORCE!

I can't find fault with MK. The graphics are superb. The appeal, the fighters' animation is the best you'll see on the Mega Drive and the moves each character executes are absolutely astounding. There are so many manoeuvres. The challenge is which technique to use and when. The play sound FX are great and the overall tone turns out the game down to the ground.

You'll never tire of Mortal Kombat. If you knock the D&D out of the computer-controlled opponent's, get your wife against a male, you'll play all the more some time. Mortal Kombat lives up to its hype. You just have got this game.

Phred All this and I don't mention Street Fighter 2. Don't!





▶ At its opponents, some players claim to score more than most. It's time to meet **Goat**. The **Seaplane** has a great follow attack but about the second you defeat the last endurance goal opponent. He's actually no pushover, demonstrated by the fact that he's supposedly held the **Mortal Kombat** title for the past 100 years!

Provided you've honed your skills to a fine degree, you'll eventually floor the bigger, but don't let a simple title like **Seaplane** mislead you. For **Goat**, big as he is, has a master — **Shang Tsung**. And that guy is really scary.

Having the form of any of the other **Kombat** fighters, he can leap between platforms at will, instantly refill with little air in regard for your safety, and self-burn. Truly, a tough on the mental skill level, just will tell you how fun on the handle!

**Griffon** are excellent throughout each character's digitized from real-life images of proper actors and animated perfectly. **Goat** too is nothing short of brilliant with board turns and neat attack-perfect speech samples adding to the atmosphere's authenticity.

Watch out **Steel Fighter 2** — **Stone Kombat** posed for the kill! ■



Rayson attempts the tricky 100-ounce maneuver while **Seaplane** offers the time on his side **Seaplane**.



## The Mary Whitehouse Experience

They do. It's been estimated that **Mortal Kombat**'s a pretty gruesome video game, you've legal bits of important words of violence and the great video game industry is sure to grudge you as a result. But what kind of parent has will the punch (and the level)? Surely it's a wash and better?

Instead of being busy and looking for it at a table-top off an grabbed the ball by the horns and evoked comments which would flourish the arguments for and against.

We begin with **Mary Whitehouse's National Viewers & Listeners Association** which General Secretary **John Beyer** issued these words of wisdom:

Quite frankly we don't believe these games are good for anyone and the wider the manufacturer's sales area from they're doing the better to see that when challenged to provide evidence to back up his claims many people have sought a direct decision what we see and what we do. But there have been cases of the most way into constant or prolonged exposure to blood and gore at this nature they make games players believe that violence can be a justified means to an end. And, except in some general way.

The law is concerned to protect that children could be to no extent certain parts of the game, thereby causing damage to themselves or others.

Naturally, nobody wants to get letters ordered but being in any way whatsoever from the game they play, most of all us. But we were still having difficulty accepting the fact that games do in fact, have any adverse effect.

We firmly believe that people are influenced by what they play, be it reported and that that behavior can be directly affected by what they watch on screen. The fact that this game needs a special passport at such time before children are exposed to it (and an issue be termed to help today, be very successful and even if the odds weren't included in the market) would still be able to find out what it is with little effort.

Some children are able to associate the effects to themselves, many others are vulnerable. What does games do to the conscience and can make people begin to act out their fantasies. Amazingly, according to **John Beyer**, even **television** (playing games can do the same thing).

Despite being unable to prove any of the Association's claims, even indirectly, or any other way, **Mr. Beyer** stuck to his guns (even though they appeared to be being broken).

For the big old on the game, you're not turned to **Acclaim** themselves. Producers of the home console version of **Mortal Kombat**, if anyone would be prepared to defend the violence in **God**, it's **Acclaim** (they're).

### Moral combat

Marketing Director at **Acclaim** **DR. Phil Kinnick** is both on the **National Viewers & Listeners Association** in no uncertain terms, dismissing **John Beyer's** statements as very soft and badly supported arguments. **Mr. Beyer's** claim that they "rid the conscience" is a good example he stated saying "this is nothing short of eternal nonsense, where is the evidence?"

The code to protect younger children from **Mortal Kombat's** famed gore and violence (parents seems to be a loose gesture in a generation gap claim) is not always taken the care that adults have found a difficult to understand the letters of their children — kids in **God** may have for role models, and many television programs (including school like **General**) but unfortunately the fact that for many it is plain what they don't understand.

**Acclaim's** **Mortal** law is that children of all ages should be allowed to enjoy uncontrolled need of this system without loss of approach. **Video** games like many other activities give kids a harmless and exciting outlet for aggression and competition. The **Mary Whitehouse Association** statement that "we don't believe these games are good for anyone" simply reveals an ignorance of the facts and a blinkered unwillingness to accommodate other people's ideas and beliefs.

For comment, as far as **SEGA FORCE MEGA** is concerned. After all, no government



and many like them are at least partly responsible for global violence each year, and they don't have to justify their actions to us or other's anyone.

If a direct link between the game and play and the way we behave a year made we'll be the first to sit up and take notice. Meanwhile, though we've more reasons to believe that the act of playing a violent game such as **Mortal Kombat** is more likely to create the player's innate capacity for violence that you think the physical action. What do you think?

**WARREN 84%** I don't venture into reviews very often these days (they're too thick and I spending for little me) so I've never seen the **Mortal Kombat** movie. The fact of **Steel Fighter 2** with you, don't appear as if I had **Seaplane's** every-remembered best-of-all, especially still — like last time.

After the **MD** was arrived, I took a casual look and marvelled at the clearly digitized fighters (having some shades of map out at each other). No tearfully critical casual characters like **SP-8**, these are real characters dealing real pain to anyone tough enough to enter the arena.

When these guys win, the boss does (I just bounce in slow motion — he does) and the other organs state the ground. And through the game is a simple setting point and what many will love about **MD Mortal Kombat**, its graphics are still superb without them. The way spirits were to put massive lava ball-like blows and bubble is light when they're in the revealing and what it means realistic than any other look on up.

To me, playing **Steel Fighter 2** is like operating a water control valve. Two main **Mortal Kombat** moves that require you to remember sequences of jumpy directions and button presses that they do it (maintain the strategy too often) have a logical connection to the result known. The **Mary Whitehouse** never says character has in their deepest state left fight as much more interesting than **God** in **SP-8**.

Up against the offensive graphics, going to a collective gallery will make challenge of **Mortal Kombat**, **Capcom's** **Street Fighter 2** has led the battle before it's even armed. I wonder what **Acclaim's** death row is... ?

**PAUL 93%** If you're one of the thousands of Mega Drive owners who are waiting with bated breath for *Mortal Kombat II*, don't waste your time. *Mortal Kombat* wasn't the first 3D fighter. You and his young buddies — they're the main reason for any of the fighters going for *Street Fighter* 2.

The first things you notice about MK are the incredibly clear 3D graphics — if you were impressed by Pit Fighter's visuals then you'll love your friend. Artists were used to make the game look as real as possible and this is the first time great 3D graphics have been featured on an SNES game.

Since it's a 16 Meg cart, there are loads and loads of moves. Learning them takes a few minutes, mastering them takes ages! You're probably well aware of the controversial death movies and a few parents may understandably be slightly worried. Fear not, Adults, sensible things that they are, have excluded blood and guts from the original game mode. *Mortal Kombat*'s a great best-of-all-which-stays-on-Mega-Fighter-II. One-player games are good and two-player matches are an absolute scream (check out your mate's face when you tip his head off and surely his spirit can't). What more can I say? *Mortal Kombat* gets your vote a few more weeks in September.



A nice clean punch before the cuts...



...and a bloody one after it's entered.



There must be a lot of work with weights — just look at the size of his forearms!

Below: Ripplet Man makes a rare appearance — this green meanie plays hard to get...



## BLOODY REVELATIONS

With *Mortal Kombat II*, the blood and bodies turned to a gelatin. There's a steady flow of red and gushing of body, increasing the amount of graphic violence in *Mortal Kombat* — and the cut scenes won't be missed either!

The original cut-up was a disappointment after indeed being dripping in gore effects and as usual our moral guardians are outraged that young adults may be affected.

We at SEGA FORCE MEGA credit games players with more intelligence. However, we are happy to endorse the product to the full. After all, if anyone's offended by it, they don't have to play it, do they?

Against all the other fans, have taken the accusations really, really seriously. That's why this Mega Drive version of the game is only levels of bloody thrills (or pain). That's right — the game has gone Dr. Haus!

### The score on the gore

In fact, the blood in *Mortal Kombat II* helped make the whole game such a success. It's not in fact, but it's in the cut and you won't witness one drop of this crimson matter later.

Why? Because Adults figured it would be better to control the gore effects entirely, only allowing those in possession of a special code to access — and thereby opposing the moral minority while still providing the kind of game many people, judging by the sales records, like to play.

Anyone who buys the game will find the special code in the manual — or it's on the net. But we've got to see it easy — but Adults aren't making a big song and dance about it.

To our minds, this is the perfect solution. After all, it takes only a few seconds to enter the special code and most *Mortal Kombat*ers aren't going to quibble over that. On the other hand, those who think the game contains an unnecessary or just plain sick — they can simply continue after all — match after match.

If you prefer your feet to have a bit more (bloody) action, enter this code when you see this screen.



<b>Mortal Kombat</b>		<b>94</b>
<b>Acclaim</b> £49.99		
<b>97</b>	<b>Graphics</b>	A guaranteed game, but more the worse for it. See <i>Mortal Kombat</i> .
<b>88</b>	<b>Sound</b>	
<b>82</b>	<b>Playability</b>	
<b>84</b>	<b>Learnability</b>	
Out: September 13 Acclaim Entertainment		



# Mortal Manoeuvres

It's been said that discovering each character's special moves is half the fun of playing *Mortal Kombat*. And in our experience, getting lost on a handy pulp tome like this soon turns fun into frustration.

With this in mind, here's a handy playing guide to unlock your secrets and hopefully keep your hair on your head. Just yet we've even included those delectable death-rays!

**ELBOW** = (A) (very close to opponent)  
Can play heavy (Majel) with their dead-end work!  
Damage: Medium



**PACKAGE CRACK** = (B)(C) (No effect against Scorp, Goro or other-people)  
Someone's after your family (well... not!)  
Damage: Medium

## Johnny Cage



A world-famous martial artist and star of innumerable action pictures.

AGE: 29  
HEIGHT: 5' 11"  
WEIGHT: 200  
HAIR: Brown  
EYES: Blue



**DEATH MOVE** = (Dead right in front of opponent, F, F, F)(A)  
Johnny's such a good looking fellow, many people have lost their heads to him!



**SHADOW KICK** = B, F-(B)  
This guy's scared of his own shadow — so he should be!  
Damage: Heavy



**FLAME BLAST** = B, F-(A)  
Really advanced and pretty flashy to boot.  
Damage: Medium



## Liu Kang



A brave Shaolin fighter with a burning hatred of Shao Kahn.

AGE: 24  
HEIGHT: 5' 10"  
WEIGHT: 160  
HAIR: Black  
EYES: Brown



**FLAME BOLT** = F, F-(A)  
Kang's opponents don't need money to suffer from 'ring of fire'.  
Damage: Medium



**ELBOW** = (A) (very close to opponent)  
A probably-accidental pre-arranged with partner!  
Damage: Medium



**SHADOW KICK** = F, F-(C)  
Works just as well as an offensive manoeuvre in light spots.  
Damage: Heavy



**DEATH MOVE** = (Dead in, 20% addition to)  
One of the nicest death moves to execute (he he), although it's the least gory out of everyone's.



## YOUR KEY TO VICTORY

In order to fully comprehend the intricacies of the various *Mortal Kombat* moves, just follow the key to the abbreviations used:

- F = Forward (towards opponent)
- B = Backward (away from opponent)
- St = Stair (button)
- C = Up on the control pad
- D = Down on the control pad
- DF = Down-Forward (diagonal)
- DB = Down-Backward (diagonal)
- T = Toward Opponent
- AO = Away from Opponent
- + = Use commands simultaneously
- [A] = Press button (A)
- [B] = Press button (B)
- [C] = Press button (C)

## Sonya Blade

**ROLLING PUNCH** - (A) (very close to opponent)

Don't get pinned off with Invincible Sub-Zero, this one's a real job-smacker!

Damage: Medium



**FLYING PUNCH** - F, B+(A)

Another great offensive move, useful to land one on target, though.

Damage: Heavy



A US special agent, Sonya is an excellent competitor in the tournament.

AGE: 28  
HEIGHT: 5' 10"  
WEIGHT: 145  
HAIR: Blonde  
EYES: Blue  
BEST: Lonely!



**ENERGY WAVE** - (A) (A), B, B

Trinity is useful but not too general. Damage: Medium



**LEG TOSS** - D+(A)+(B)+(C)

Looks great and works well, but alas you could be in trouble... Damage: Medium

**DEATH MOVE** - F, F, B, B, B  
Sonya knows a better line of the opponent — they'll be burning, all right, but not with death!



**REAR BUTT** - (A) (very close to opponent)

This Glasgow hand-shake is accompanied by a metallic 'yling'!

Damage: Medium



**SPINNING BLADE** - (A) (A)+(B), F

A pair of whirling daggers spin across the screen. Damage: Medium



**SUPER SPIN** - (A) (A)+(B)

Effective against most characters and easy to get to grips with.

Damage: Heavy



**DEATH MOVE** - Special right next to opponent, B, B, (A) A particularly nasty move — would you expect anything else from such a low-life scoundrel?



## Kano

A notorious member of the Black Dragon gang, and a villainous rat-on-a-stick.

AGE: 30  
HEIGHT: 6'  
WEIGHT: 200  
HAIR: Black  
EYES: Red  
Best: Sex Insaan, and Inhuman Deception!



## Kano

## Kano

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## Kano

## Kano



The yellow gear is inspired specifically from another game of mine.

**AGE:** 32  
**HEIGHT:** 6' 2"  
**WEIGHT:** 210  
**HAIR:** Black  
**EYES:** Yellow

## Scorpion

**BACKSTORY** - [A] Every close to opponent!  
This man's got a sting to tell!  
**Damage:** Medium



**BOPE SPEAR** - B, B+(A)  
Get over here! — make use with the spear, then drop 'em while circling diagonally.  
**Damage:** Medium/Heavy



**TELEPORT PUNCH** - B, DB, B+(A)  
Get you out of trouble... and straight into the action!  
**Damage:** Heavy

**DEATH MOVE** - Hold DB+CB, B  
Take a deep breath, Scorpionists, this one's going to sting your opponent!



A sophisticated Lin Kuei ninja warrior with a subtle disposition.

**AGE:** 32  
**HEIGHT:** 6' 2"  
**WEIGHT:** 210  
**HAIR:** Black  
**EYES:** Brown

## Sub Zero

**BACKSTORY** - [A] Every close to opponent!  
You wouldn't want to make one of these back-benders in a hurry!  
**Damage:** Medium

**ICE BOLT** - B, DB, F+(A)  
Freeze your foe then smack 'em at will — double freeze 'em, though, and the tables are turned.  
**Damage:** Heavy



A thunder god with lightning powers, he's taken mortal form in order to compete!

**AGE:** Eternal  
**HEIGHT:** 7'  
**WEIGHT:** 300  
**HAIR:** Black  
**EYES:** None

## Rayden

**ELBOW** - [A] Every close to opponent!  
Even without thunder gods need a little elbow room...  
**Damage:** Medium

**DEATH MOVE** - F, F, B, B+(A)  
This character hardly has a fiery attacking repertoire for your enemy!



**LIGHTNING BLAST** - B, DB, F+(A)  
Sometimes, lightning can strike the same place twice!  
**Damage:** Medium



**TELEPORT** - B, B, B+(A) quickly  
He's here, he's there, he's every place! Where, so he is!  
**Damage:** None



**TORPEDO** - B, B, F  
Crash your opponent the moment you then wait 'em when they get up!  
**Damage:** Heavy



**DEATH MOVE** - F, B, F+(A)  
Arguably the game's most grisly graphical effect — not for sensitive people!



**POWER SLIDE** - DB+(A)+CB  
None of a defensive move from anything — sticks before most things.  
**Damage:** Light





competition

# Mortal Kombat

Win A Mortal Kombat Coin-Op Machine ● 25 Mortal Kombat T-Shirts  
50 Mortal Kombat Badges ● Plus Two Bottles Of Limited Edition MK Champagne!

Prepare yourself for the fight of your life — *Mortal Kombat's* on its way! Although the game's tough to beat, the real *agga* comes when you enter the exclusive *Mortal Kombat*... with a magic MK coin-op worth £3,000 up for grabs, you can bet your life competition will be truly fierce.

Having grabbed gamers worldwide and just truly by the jugular, *Mortal Kombat* is an arcade experience not to be missed. But at Slop it throws its anything but cheap especially when you consider that the arcade opponents are even tougher than the Mega Drive clones.

The overall reason won't have any worse names whatsoever. Though, in their's relative a brand new official *Mortal Kombat* money club and directly to their door. That's right, one lucky member will be able to employ their hands, knit their girlfriends and enjoy the nightmare-winning, wooo and night!

Don't think for a minute that there's any amount of luck here — a total of 254 would-be coin-op winners will be selected, then whisked away to the Impact Magazine offices for a day of coin-op *Mortal* fun. They'll enter a knock-out competition, the overall winner of which gets to keep the cabinet.

Got that? Good! How get prepping?

## loser! loon

Not only one coin-op up for grabs and so many enemies expected. Available figured there'd be a catch that of nearly spent readers out there in Slop City. So they've come up with a perpetu-



al coin-operated credits of coin-op greatness to adorn the low (low!).

So to combat the effects of disappointment, all the finalists and the next 15 correct entries of the bag worth receive a special *Mortal Kombat* T-shirt AND badge and a further 25 get a badge.

As well as all these phenomenal trophies, two (over 10) winners-up will get to play on a battle of lobby for their troubles. Specially prepared for the benefit of the game, these classy gifts are certainly worth holding onto. In another hundred years, you'll be able to pop along to the Antiques Plus/minus and again, genuinely be praised (on *Hot-TV*) when they tell you it's worth the price of a small *Condo* island. Fisting that, you could always quote it!

## Don't pay to win!

In order to enter the competition and stand a fighting chance of winning, you'll require these three *Kombat* related games!

- 1 Which *Mortal Kombat* character has the most arms?
- 2 What is the name of the only female character?
- 3 Which character wears a silver face mask?

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Postcode: \_\_\_\_\_

Phone No: \_\_\_\_\_

That's the easy bit dealt with — the real challenge will be finding out what *Amber*... (note the key) find your coin-op (insert in a photograph to *Mortal Kombat* Super, *MSGA*, *FORGE*, *MSGA*, Impact Magazine, *Kombat* Super/MSGA *TV* Ltd.)

The closing date is August 31st, so get in the best of luck and please try to put your name on the list as soon as possible to avoid any disappointment.

# Sonic CD

Mega CD • Sega • Oct. September (Japan)

At last, Sega's CD machine's getting the game it should've been bundled with in the first place: a remix of the blue hedgehog's adventures.



Ever since Sonic II burst onto the gaming scene, Suter Sega and the rest of the team have been frustrated with letters asking when Sonic II's coming out. Not for a while yet, is the answer — but at least CD-owners can get a closer to in the interim.

The story takes place on a mysterious island called Little Planet, which floats over Sonic's home of Never Land once a year. Little Planet is a world of miracles where magical games can control the land.

When Robotnik learned of this, "The Bionic" he took over Little Planet and changed it to his own. Robotnik's ongoing plan to rule his grand sector of world domination.

### A pink hedgehog new?

Sonic's master is a creature of Robotnik's creation and makes his annual visit to Little Planet. He isn't alone, but his creation isn't just an AI. Tails, his Amy Rose, a young pink hedgehog who's nicknamed Amy the Robotnik.

They become a huge Sonic, but after her long-time-buffing talents lead her to believe she'll eventually surpass Sonic. This comes as a big surprise to her but her beauty who has much more on his mind than day-dreams.

Sonic, the awesome Amy is too good to Little Planet where Robotnik has prepared a deadly trap for our hero. Sonic discovers Robotnik's evil plans when he avoids a trap only to see Amy released away in a flash of light. And that's how Sonic's latest multi-level adventure begins. Joy and grief.

### Time for a change

The game systems naturally identical to that of Sonic 2, to use the techniques discussed there. But Sonic goes even further than before at certain stages — fast enough to the moon!

Sonic has to travel between the past, present and future to undo the doctor time-based shenanigans. At certain points, Sonic visits in a different time to avoid traps and get around insurmountable obstacles.

Because of the three different time zones, each stage can be considered as three different levels, with clearly different mazes — there are lots of places to explore. Depending on what Sonic does in the past, the present and future are reshaped so there's a possibility that Sonic CD will have multiple endings.



From what we've seen so far, Sonic CD looks like another winner — colorful backgrounds, loads of action etc.



Robotnik joins forces with Sonic the doctor's cause — Robotnik.

### Petal to the metal

Sonic flies the usual assortment of robot (the first, built by himself). Robotnik's tough and of-level enemies and even a mechanical Sonic, which travels four times faster than Sonic.

The bonus rounds where Sonic seeks out Time Stones make use of the Mega-CD's graphics scaling capabilities. Some ripes cut enemies on a smooth-scrolling field with a cool CD effect.

As you expect from CD — music and sound effects are brilliant. An introductory four-minute cartoon version of over 1100 hours, much smoother than the typical Japanese cartoon.

That's all the information we have for Sonic's biggest adventure right now. As soon as we learn more, you'll be the first to know.



Nothing stops around the opposition race again — Sonic CD promised to be the best latest yet.



# Silpheed

Mega CD • Sega Arts • Out. Now (Japan)

With the possible exception of *Sonic*, this futuristic shoot-'em-up is the most eagerly-awaited Mega-CD title so far. The SA-77's armed and ready for launch...

If you thought the SNES's *Starflight* had impressive CD to a home machine, this again *Silpheed* sets the standards by which all 3D polygon games will be measured. Though *Starflight*'s an excellent shoot-'em-up, its limit of 100 polygons per screen makes for crude, angular characters. No problems on that score here. By relying heavily on both Mega Drive and Mega-CD CPUs, *Silpheed* comes up to hell's millions polygons and textures.

In close-up, the *Silpheed* SA-77 model fighter is composed of just 2000 polygons. For its speedily realistic look, from the most gaudy game bits will be blown away by the major league technical wizardry.

Early, the player's robbing out of the ordinary in the distant future, gauché tomorrow back into Earth's central computer system and turn the game's automated weapons systems against mankind. A manual space mode, unaffected by the computer, is mankind's only hope.

## SA special

One of the game's pace rising, however, the 3D multi visual effects and superb CD punchback grab your complete attention. In one climactic

scene, the SA-77's star cruiser is drilled by a massive laser blast, which obliterates it. It's truly shame. Such spectacular effects are used throughout to keep your knuckles white and adrenaline flowing.

*Silpheed* looks down on the SA-77 from a high diagonal angle, giving the feel of a vertically scrolling shooter, rather than the tight air approach of *Starflight*.

## Mix and scoop

For variety, there are several types of main and sub weapons, including homing shots, bi-directional lasers and photon torpedoes. It's important to choose the right mix of weapons — use the wrong ones and you're reduced to polygon fragments in no time.

Besides the standard weapons, you can scoop up items left behind by destroyed enemies, including shields and smart bombs.

If you're been holding off buying a Mega-CD because most of the software's nothing more than updated cart material, check out *Silpheed* the SA-77's going to make waves throughout the gaming industry. Watch these pages for an in-depth look soon.



Nearly 200,000 polygons and textures are incorporated in *Silpheed*'s graphics — award level!



Right: The between-frame animation is stunning.



Left: Your SA-77 is about to drop in on the enemy.



Right: It may look like a vertically scrolling shoot-'em-up, but don't be fooled...



Always select the right tool for the job — by blasting the badies with the wrong weapons and you're dead!



# Virtua Racing

Mega Drive • Sega • Out: USA

The coin-op brought revolutionary 3D sculpted graphics and unparalleled multi-player racing. Where better for Sega to unveil their new Super Processing chip but the Mega Drive conversion?



For that driving sim feel, view the races from the car's cockpit. Let's hope the new graphics are redifined...

Sega improves the previous with a new on processor chip which makes up its performance the Mega Drive GPU. Sega claims their Super Processing chip is far superior to Nintendo's Super FX chip used in *Starfox*.

These controllers will have a very early service. The finished product will feature fully rendered backgrounds and realistic mechanical details. Though *Virtua Racing* has been seen

Right there's the bridge that runs from the cockpit, below left. This view gives more time to react.



If you were only a gaming the level, refined tracks you see in real Grand Prix races, look at that racing re-creator of a race!

ation. This version extremely smooth, speedy and quite playable.

Just like the arcade original, there are four viewpoints from the driver's cockpit behind the car diagonally above and behind and further away diagonally so the 160 MD Yaku (though strictly a one-player game but with the new chip is 15 filling memory and battery back up it should prove a real eye opener.

# Super Shinobi 2

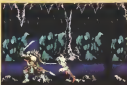
Mega Drive • Sega • Out: USA

Sega have revived Joe Musashi and the old ninja formula, picking up where one of the first ever Mega Drive games left off. Stealth is the key.

Joe Musashi the out-of-line hero is back for the third *Shinobi* but second Super Shinobi game. In the last two and many others. Joe thought he stood out. He had a crime syndicate trying to world domination. However, the first time he defeated one only the shadow of the mountain behind it all.

In *Super Shinobi 2* the new syndicate tries

returns to exact revenge with a new, bigger and bigger into a bloodthirsty creature called Neo Shinob. Time to load up on shuriken and don't forget your ninja gear!



Joe Musashi changes at a learning curve of the end of the reverse section.



Let's Joe has four types of ninjitsu magic. Here, a 3D perspective has shopped off the magic.



Joe's learned a few tricks: he can bounce off walls to reach high platforms and has toughened his grip so he can dangle from ledges then drop and unsuspecting enemies.

As it goes on, Joe also has four magic spells at his disposal including one which makes awesome pillars of fire to wipe-out all but the hardest of bosses. In certain stages Joe rides a horse and is powered up/boost.

*Super Shinobi 2*'s graphics and gameplay are more spectacular than earlier efforts, but will it put Joe to Joe and the Neo's?

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# Gutter Snipe

And that's three shillings tuppence-ha'penny change, Mrs Wiggins-Thrumptead. Mind you, don't get your fingers caught in that mangle when you get home, those machines don't come cheap these days...

... Business still giving you grief, Don? Got nothing with a nettle, do you? You're in a pig score-ming and squabbling on a teapotful of hot droppings. I find it does the world of...

Oh, well! Caught on my guard, there I'm at the Black Country Museum in Dudley this month, waiting behind the counter of ye old world-stomach's shops. It's a wonderful place, this. Apparently, they retained the shop here brick by brick.

Nothing unusual where I read from. Our local council has adopted the same sort of policy to not stave the housing waiting list. They're making all the public toilets free. Tomorrow there'll be a site just around the corner from my marketplace. The new folk seem friendly enough, but features their self-residence desk-into-a-floor feature, they're spouting knowledge all day long if they leave the windows open.

Back here at the pharmacy, I'm really getting into objective. A self-faced youth came in just five minutes ago looking for a box of minipill-ness. I gave him a surgical stocking. I think (just a guess) in his self-confidence.

And then there was old Mr. Qintworth with his leg... What was that? Oh, right... Just had word on the middle... err... sorry, carrier pigeon... I'm needed back at the office to answer a few letters. I don't particularly want to leave. There's a suit on a steam-press! Yes. (Some Victorian England any day!) Cabbages, dead sheep, rabbits, the people coughing up blood.

Oh, well, while I make the 'r's back on beefy-Tommy's 'r's-roads, write a note of the address and check what you can see if you're in the Letter of the Month.

## It's all very CD

Dear Gutter Snipe

I'd like to know I was once a proud Mega-CD owner. I still own a Mega-CD, only I'm not so proud.

The reason? I'm proud of because I've found out what causes that terrible itching effect you read CD games & found out that a Mega-CD can only display 16 colours, which is why an 'old' I can check more colour images on future CD games. In the better purchase or will

we be sure of this poor quality stuff? Please put my mind at rest.

I just hope I haven't wasted £270. If so, I might as well put my new Mega-CD where it belongs — in the bin. I'm sorry 'til it's just not fair that we have to shell-out so much cash for a product that lacks, as far as I'm concerned, one of the most important features of video game entertainment. I'm quality games! Mr. J. Maffia, Newcastle, Wirthingtons



## Win a free make-over from us, with love

Yes, indeed! You could look on getting better. If your wrinkles are the precious skin. Letter of the Month, we'll thank you for on all an experience. Get into Newcastle where you'll meet Malcolm, Beautiful, gorgeous of the One's New Health & Beauty Clinic.

You'll be pampered and pleased, granted and performed by a team of dedicated staff who are guaranteed all have their City & Guilds in hairdressing and facial beauty. And to reward all your stay, Jane Aikin, the top light weight boxer and creator of many a good party, asks we be hard to offer hair and beauty tips.

Just now when happened to a member of our staff when they visited One's Hair & Beauty transformation. I'm sure you'll agree.

So, you letters in to Gutter Snipe. SEGA FORCE, MEGA, Impact Magazine, Ladies, Shoppers (S/S) L/W. Just off for a hair! Actually this is a load of old guff. Games! You win a cool SEGA FORCE MEGA T-shirt and receive a letter. Just thought I mention it — (Ade)



## Flashback cash lack

Dear Gutter

In issue 18 you said 'Payment was £30.00 (Being two pounds each). I waited a week for my postal money that had not got to me. Dooms and said to the assistant 'Can these Flashback please?'

The assistant said, 'Only That's £44.00 please. I get all wrong and said 'Oh sorry I wasn't enough. I waited out of the shop being either treated out.'

By the way you get this letter if I possibly have the game, but the thing is who gets the prize anyway? You is the shop? Brian Huddleston, Aintree



When it was all over, you can't have it at that. But don't you like to get a game to review, the price is usually one of the last things finalized by the software house. If they're unsure of the price when we contact them, we put 700k (in the amount) in the selling box. We weren't such a lack! Flashback was going to be £44.00.

Apologies if our mistake caused more embarrassment. Games will never feature in getting more expensive. Get better! GB

Dear Gutter Snipe!

I'd see I know I was once the proud owner of a golden 300p-gamer complete with in-built patches including such legends as Pook & Pook if you love Jesus. I've seen the St John's Ambulance of Alan Turing and the classic 'M' offer boys a Game Boy Player!

Let's put a few things straight. The Mega-CD wasn't produced just to create that Motion Video games. There are some great titles on the list, you can't start to imagine how many. They're better than the best.

Look at it the way the Mega-CD allows us to interact with games, control that life image. You can make your own video about about your own world (in Night Trap) it's a small piece of machinery.

The games you're seeing at the moment. All titles were produced well over 16-months ago. It's only now that progressions are discovering the true potential of the Mega-CD. It's true the Mega-CD can't handle many returns at the same time but future products are being made around it and you'll see the difference in future products.

Have you seen CD staff at the CES show in Chicago and Mel and Ade have started what magazines producing in sunny Disneyland. The

future's looking okay for Sega's wonder toy. Like everything else, it's going to be patented. Don't get us on the Mega CD.

**On** and **remember**, Birmingham New Street is a fine smoking station. Thank you. **GG**

## Four in a row?

**Dear Gui**

Your mag is probably — what do I mean? "probably" — a TVE best mag around. These days of three questions to ask you.

**Are you wanted?** That's the King Daff of questions.

**Is there going to be a Double Dragon 4?** Is Dwan? Baka? Better than *Trig*? *Toxot*?

**Is the end a jolly time** Ah! I could? **See** Haughton, *Merseyside*

**Dear Glen**

**Designator job** Sorry I can't publish it. Your article should appear some time. I'm not married. There isn't a guy I haven't had affairs. Nancy Higgins. Paula Higgins. Anita Harris. They're all from my bested times when I've entered a new zone. I think we'll do it. Please thank you Gui — **Ady**

There are no great fans of Double Dragon 4. If there are any boys from software houses reading this please don't bother me with the Chinese Water Tortoise they'll be a real waste of time!

**As for which is the better of Desert Strike and Trig Toxas**, well it depends what kind of games you like. If you're a platform buff, Trig Toxas is one of the best of its kind. It's strategy about as up here you spinning around like a whirling dervish. Desert Strike and the sequel Jungle Strike are the crown of the crop. **GG**

## A touch of screening

**Dear Robin Ripe**

Well, well! Well! Haven't you gone pink? Glossy hair, shiny jacket, white face stage — well smart! Congratulations on an excellent first issue of *SEGA FORCE MEGA*.

There are a couple of things I need to point your brain about. I've noticed a change in your screenshots. The Mega Drive and Mega-CD shots are a hell of a bit clearer than they used to be — *SEGA FORCE*. They're better! It's like happened?

I love G-FORCE however — and I hate to say this — I think you're pulling the wool over our eyes. Four G-FORCE screenshots have changed dramatically. They're not so fuzzy. Are you using Master System screens? We need to be told.

**Keep up the good work!**

**Dwan Baltham, Wyo, Bedford**

**Dear Steven**

Are you trying to tell us an extra monitor is made better? *SEGA FORCE MEGA* came along! Fat is it from the to Mag, but lets going to — **Ady** well I've always had bigger moral standards than the rest of the crew.

If it's sitting there, picking up some, for example, I don't see it under the desk like you think from Wolverhampton — I call my dupes into shape and their jewelry. Why only the other

## You've bin framed!

To do, how many times must I tell you. Ahh, don't send photos of your brother? I haven't got a brother — **Ady**

**No actually** you've bin framed, with this month's *Gay Spies of Espionage, Unbelievable*. The job was set in to his friend, Donna Owan.

She tells me Gary doesn't know I've got my hands on the story. He'll get the hang when he finds out, Donna. As you can see, Donna wearing the latest Paris fashion. How was paper Gary? He'll be surprised by any photo?

Well, the idea he had your sweetest took a chance and fortunately it was worth it. You've got the month's **BESTEST PHOTO**. I'm afraid I can't tell you what it is because — sorry, well — it's a mystery!

Think you can do better? If you're an amateur-watching photo of your life (don't be ashamed, please) or an old (or a family) relative — e-mail by post, send it to me at **QUIVER@BRIEF**, **YOU'VE BIN FRAMED**, **GUI** **WAG** **MEGA**, Impact Magazine, Luton, Bedfordshire **LU2 9JW**. Envelope or SAE if you want it back.

**As I spotted Prince Steve** wearing a pair of my budgetary savings. They took ages to make. He's worth it, but the best!

Anyway, I'll put your exclusive title into all our. We can about finding another system to use in *SEGA FORCE*. Some new or old was a little busy. Unlike some magazines, we do listen to what you say, and most importantly like action!

What so excited about our *Game Gear* photo (yes, we lost the best). When we decide to produce a section for *Game Gear*, please quality of screenshots will be up of our articles. We didn't want to offer *Game Gear* to our



**The Double Dragon** **Dragon Force**, **Wanted for** **crime against** **Sega** **governs**.



**Look at our** **delightful** **GG screenshots**...



...and other **great** **new** **to our** **mag** **GG** **page**.

best. As a special system it been made, especially for us. It's called *Game Gear* photo.

I think you'll agree, my is pretty stinging. I don't mind giving my best out when I say they're the best. *Game Gear* broke around. I don't like to look at you — **Ady** but the whole in some ways but as though they've been later through my Auntie Joy's net curtains. **Wags New!** **Wags** the way but she's a bit of a best of good. **GG**

## Slipped disc

**Dear Gui**

With the release of the Mega CD and the hype surrounding Sega's latest shot towards kicking Nintendo the tooth, I decided to try one. With the CD being released and the capacity for bigger, better and hopefully more challenging games, the future is looking good.

The only question I have is for Nintendo will it not do release a CD game console as soon as possible. Does the main I can play my Sega discs on a Nintendo machine and vice versa, or will Nintendo close the top market?

I can't really see the point of Nintendo trying to break the stronghold Sega have on the CD game market. What is there left to fight to go? Surely the good one is left behind to Nintendo and long live Sega.

**MP Goodwin, Oldham, Lancs**

**Dear GP**

Hold on a sec. I'm feeling a bit of a dilemma. You see I was in the '80s times or less (quite a bit) and the supermarket the other time. Nothing unexpected about that you might say. Yes but the old times in front of me. **Red 11 items**

I'm really with you. I don't get anything to the get behind the check-out at the time and now the best at the office. My conscience is well and truly pricked. I fear I should telephone the supermarket and tell them what I saw. What do you reckon?

**Oh! Heck! I know you can't answer** **▶**

Good morning, Steven! You've supposed to get readers out of their skin.

I'm over reacting again. I'm glad you're doing too mag. Love Francis at school. **Gene Barber, Newcastle, Kent**

**Dear Dwan**

Have yourself to your love. Sure your magazine. Just the cost-effective ways of getting your point across.

Sega are starting to bugge a wee bit over price. In June they announced 40 of their older Mega Drive titles would be introduced at 179.00. Problems in half of them are a pile of castles and many MD owners will have the better life anyway.

After we looking into the pool of cash. Can't hope John Meyer like *Headgear*. Apparently he was last seen building one by the '80s but a second mag. Thank you. **Sega — Steve**

Good you see the gift. I guess you have room to accommodate on games for all machines. **GG**

## Fight them on the beaches...

**Dear Dwan**

The time has come to step forth and speak our minds. The excessive price of console games has come to light again. Many gamers have been fighting for our freedom to lower.

The powers that be are taking advantage of us. The unemployed are unable to afford console games. We've been fighting hard to reduce prices, but we've had enough. It seems...

So if Sega and Nintendo don't meet the demands of the public, perhaps their public should be taken over by them? Perhaps we should stop buying games for a month and make the great game gods sit up and take notice.

Oh, well. Here I give. What the hell are you trying to do — give me a heart attack? I read an advert in *SEGA FORCE* to taking. **SOON!** **SOON!** **THINK!** **YOUNG!** **IS!** **COMING!** **HAPPEN!** I turned the page to find at the end of June. **WEL!** **SHUTTING!** **Yea**

right now as while I ponder over that, I'll thank you for ponder this: The featured CD soundtrack won't be with us to play. When it does arrive, you won't be able to play your Sega discs on it. The Nintendo machine won't be able to read the code on Sega discs and vice versa.

Sega definitely leave the jump card at its position — it's going to save something nice special from Nintendo to break the fate of the Mega CD.

Maybe it was too late after of Do we could get Nintendo as a soundtrack? **GS**



## It's comical

Dear Gutter Dogs:

I'm not going to ask about Sonic (I've seen it) but Sonic is also about coming out on the Game Gear?

The new Sonic comic is a big no-off. I love me few comics to read. In £1, I don't think it's worth the coin.

I've a problem with the price of games: too. I bought Donald Duck and completed it to a couple of days.

**LE Writing, Birmingham**

Dear LL:

My mail comes from a ordering department — your initials are LHM. Hey, that's pretty good for the being so the oldest. I've never get to speak in being equipped in a color-computer with Nintendo and Sega of Dallas's Kingdom.

I'm back with them. Details on Game Gear? I've read the Sonic comic but best remember it's not a finished game. Details may not be worth the trouble (it's not). Why not email in the editor with details of how you think it could be improved?

I don't know anyone who's happy with the price of Sega games. The attraction's more worse when you finished CD or MD and finish the game. Is you old in a few days. Best with SEGA FORCE MEGA. LL see if there's you who's a game's worth its wait or not.

I wish I could say that wouldn't. I'm barely able to tell you to shut off and read a chat mag. Sometimes I'm so — what's the word? (I wish) stupid? ignored? — Ah — tomorrow I'll come back to you in the **GS**

## Get your goat up...

Dear GS:

I see EXTORTION arrested. You state that though a game is to be released and I start buying my favourite games, I stop down to the local computer store at the start of the month, expecting the game to be on the shelves only to be told by the assistant it's not out for another couple of weeks time.

Why do you get it wrong?  
**William Collins, Gloucester**

Dear Graham:

Dear old "young man" what's got you all up?

— It's got you so heated and hot. No matter what you do, someone could have already given SEGA FORCE MEGA a month in advance when we introduce a delivery company for a game's release date. They play on the latest with they know. The best reason for THAT, unless they...

— Someone when our mag goes off in print, a software house announces a game has shipped (it's not) and pricing problems arising for the green light (the Sega side) and aren't be released during the month we started. It's too late to change things by that (because the stag is easy to be the others). If it happens there are people about a strategy, but we don't take a month.

Just for you Graham my little good number 18 got round smilingly, actually. Tomorrow could get to enjoy the first a notebook and CD. **GS**



## Amigo, amigo

Dear Gutter Dogs:

I need help. I have a Mega Drive and almost games. Now I've seen the Mega-CD. I design early models.

There is my parents want buy me one. They're going to get me a Mega-CD or Amiga. What can I do?

**Tom Jamell, Eilthen, Larkhall**

Dear Tom:

Simple solution — except I remember you're for a Sega MD. Adams and the team of Carl Vasquez — I got Lego? Parents never get you what you want to do they?



## WHAT'S IN

**Wanted: Combat Discman**  
**Your left leg**  
**Shorts**  
**Peas in a pod**



## WHAT'S OUT

**Character Checklist**  
**Peasies**  
**Your right leg**  
**Baseball caps**  
**Chutes & Ladders**



I suggest you forget about owning a computer or console. Get your music and send it to buy you a record player. Stick it in the middle of your living room and spend the evening looking at it.

I'm convinced most humans are a major contribution to family conflict. Try it. You might surprise the rest, you might surprise yourself. **GS**

## Use proper protection

Hi Gutter Dogs:

I read a few questions answering and I'm like you in the pitfall to ask.

I've bought an Action Mega Drive which Mega-CD will I have to get? Is Sega introduce protection chips for work, which type of cartridge will I need to buy? My Mega Drive has been converted to run all games at the moment.

On the back of my Mega Drive box, there are details of a Mega System. Any idea if it's out there?

**Richard Paul, Chingford, London**

Dear Richard:

Welcome Mr Paul. I know your wife — Rose.

Read a our technical man and he believes in a your Action Mega Drive (a PAL, compatible British Mega-CD will be the one for you. If it's NTSC you'll have to buy a Japanese Mega-CD Converter. Though Mega-CD games don't work on Japanese machines.

It's always best to check with your local Sega dealer if you're unsure. Specialist shops are more in the know than most of the major high street stores.

Protection chips are already implemented in

## Know Shinji? Forget!

Dear Gutter Dogs:

I'm a fan of mystery games, yet I'm disappointed in the poor quality of games around.

Shinji in the Japanese was an excellent Mega Drive RPG. It's a few long days but enjoyable. What's the Sega up to?

Shinji has been translated into English. It's a long way to go. I've contacted a lot of people who take well where Shinji. This is a good idea. My cousin, I mean, used to go to school with a member of your crew. I'd love to know.

Dear Gutter:

I thought translating Shinji would be a good idea. It's a long way to go. I've contacted a lot of people who take well where Shinji. This is a good idea. My cousin, I mean, used to go to school with a member of your crew. I'd love to know.

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## They came through the post...

Jazzcat: I've tried everything. I'm sorry. Picked-up newspapers from all my hand. I just can't get rid of them. The only solutions are: remove to everybody.

Pink discovered: In 1980 by one Adrian Daniel PH (how dare you remind my initials name—what), they've been at it for a while and are set to take over the world. They must have visit our little planet and sound the competition wrong for the better, persuading them of them jump out at us. But this suggests others down to our planet has information to avoid what they are.

But when you enter a SEGA FORCE MEGA contest instead of sending one of them having all those Sega Office cards and if you give a baby offering that's make our eyes pop out on a sticker. The sticker the card the baby your prize. But... there are gills please!

And speaking of which: the marine life: what's winter is *Alive* Knight from Radruin, Cornwall. Congrats. And... Your lucky point is on its way. (Please! How we like five pages yet? Come? Not yet! Get! Another thousand events should do it?!



"These are red..." Well, come, you three are, exactly.



"Oh, yes! I only found a wooden one place. I can't see where it's hidden, though. Please to a heavenly creature please."

**D**— just had it show her up! Many thanks. By the way: excellent first issue. Like the new look. Cleanly sophisticated and all that jazz. I receive SEGA FORCE MEGA as a real value for money. **Andrew Collins, Wokingham**

**Dear Andrew:**  
I wish it was before in time when Dorothy King had appeared. More was than before! Let me tell you I want through rappers for a happy-making thing.

Firstly it's luck, my programme rock-choosing. Next. Since's interests are presented for continuity in a book called *Stay Sharp*. It's produced by *Patrol Books* written by Mike Patterson and sets in art. You'll discover why. Since's list: 20. Roberto's original name. And the game and program and codes and codes of the 20. Since's 2.

Hope your sister gets better about. Talking of Dorothy Patterson, she was very. Here's a job to get a note to her: here.

A group of young kids in a nearby lesson. One little girl's turning for a year but she's also willing to ask the teacher. So after she got to business there and then. Little Johnny told the puzzle on the top and across. **Mrs Noel**

Jazzcat's sister is more into under her clock. The teacher says "Oh, James! Clunk! I you care put your hand up?" To which James replies "I don't know, Miss. But it wouldn't make! Though we're angry!" **CS**

## Hey, good-looking!

**Dear Super Sega:**  
As you're fascinated with the way that machines look? I am of course gratified at about the release of the Mega Drive 2 and Mega CD 2. The last time Sega had a redesign it was the Master System that came under the surgeon's scalpel. Look what happened to that. The original Master System was much better looking than the home brick MS owners have to put up with now. There isn't a case (see next button).

Why bother changing the design of the machines in the first place? Probably just to confuse the hell out of everybody. I can see the letters now, **Dear Super Sega: We like Mega Drive 2. Write cases for me and give the Mega-boo up all the back-ginger!** Tell me the redesign is a pile of waste of money. **Stephen Williams, Worcester**

**Dear Stephen:**  
I could tell you the redesign isn't just a waste of money. But this would be an extremely short answer and as I am here writing the story there's a lot of live matter worth of people please set it up.

Sega want to make with the things as always making the Mega Drive and Mega-CD models and make some redesign looking up-to-date and all that one. Isn't just put into things already before the letter about looking in. The Mega Drive 2 and Mega-CD 2 it's exactly the same things as the original machines. They only LOOK different.

The new machines won't be set for a while as now Mega Drive and Mega-CD owners aren't start worrying that they've been ripped off because better-looking machines are out. It makes an appearance.

Anyway, Stephen: I can't sit around gassing in you. I've got to go to my dissertation class in 15 minutes. The real lesson is *Feeling Good About Yourself!* My letter makes me aware in front of a mirror (please try best feature and avoid it out.) I need it in some perspective. Unfortunately looking myself and saying "You have (deeply) 10 great features. You do effect whatever. No-but." **CS**

I left you last issue with the question, 'What was the name of the cushion in *Hickory House*?' The answer? **Humphrey.** Right, this month's teaser: **Nome the two woolly epidemics in the late-Seventeen kids programme, *Paperpaly*. A fond farewell.**

I can't wait to bust a gut at your scribbles next month. Be there.

# Handy hints

How's it going? And if a recent effort, why? For the last fortnight stopped to attend. How important it was. I got a silly-old baby button. How can I find a copy of it? How I love to *Tennis Without a Spine?*? Oh, my God! I've a history of violence and... but how I'm sitting up!

There are three other ways of dealing with a dilemma. Thing 4, who's there when we need help? Nine times out of ten, the one that ye not. Children of the Night. Check the web of *Handy Hints* and we guarantee that at the time a week on Wednesday, you'll be well have improved 100%.

Then again, if you can work wonders with a boy, you'll figure out why. I've improved on all that's right and put it a step in a keyboard's magic. Getting only. Oh—don't write to **GUTTER SAFFI, HANDY HINTS, SEGA FORCE MEGA, Impact Magazine, Luton, Bedfordshire MK1 1JW**. Let it go with the monthly letters of publications.

## Clean sweep

Get the fingers off a mess. Give and place them in the basket of your room and breathe. You'll want a full-on when you see them again! I will. **Belle Widdows, Darlington**

## TV times

Next time the chat, but the social service calls. Let this into. Starting you'll hear by turning down the colour on your TV set. **Cathy Bondles, Wolverhampton**

## Fish and tips

Thinking of opening a fish and fish shop. You can't open up a name? No! The original, you can use your name with choice after it.

Here are some examples: *Saus a Place!* *Milk's Place.* *Tommy's Place.* The joke is, the word 'Place' actually looks and sounds like the other word. Place 'You customer will feel about laughing when they see the sign. **Edwin Jarvis, Southampton**



## Something fishy

If your garden's looking a bit 'under the weather' fill the pool with water. He'll pick up in no time.

**Derek Hughes, Gosport**



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Domark's winning formula? They've high hopes *F1* will take pole position as the fastest, most realistic racing game on the Mega Drive... Find out if it's a winner on page 36



It's the worst scenario. You've shelled out 40 quid on a game and it sucks big time. How do you prevent the same happening again?

Easy. Trust us. Our reviewing system's comprehensive, fair and 100% accurate. We tell it how it is. No fuss. No waffle. No compromise.

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Our reviewing team spend a minimum of two hours playing every cart, getting to know the game inside out. We ensure each gets the best possible coverage and, more importantly, we tell you plain as there it is.

Our reviews contain a totally unbiased introduction — an in-depth look at the controls, the full breakdown of the items and details of any bonuses such as power-ups and special stages. Then our reviewers write a critical comment — their thoughts on visuals, sound, how well the game plays. Is it addictive? Does the game offer value for money?

What makes these comments unique to our environment also include a personal overview percentage. These are reflected in the final rating. If a game's worthy of four or more pages, we'll include three, maybe four reviewer comments. These, coupled with our comprehensive ratings for playability, graphics, date and price potential, give a true reflection of how the SIGA FORCE MEGA team feel about each game.

## Who, What, When, Where, How much?

**WHAT:** the game name → **Street Fighter V8**

**ON WHAT:** which system → **Impactsoft**  
£88.85

**THE MOVINGS:** blood, sweat and tears go into these

- 99 Graphics
- 87 Sound
- 99 Playability
- 99.99 Usability

**Out:** Saturday → **0684 876881**

**WHERE:** the release date → **99**

**WHERE:** who to get it from → **HOW MUCH:** the price

**WHO:** the distributor

*If a game's got what it takes — stunning graphics, awesome sound, plays like a dream and lasts longer than a summer cold break — it stands a chance of making our award. With a mark of 95% or more, a game is SIGA FORCE MEGA Recommended. If you need the accolade on a review page, expect a shiny cart with high playability, lengthy usability and the old expertise before it has.*

### Your tour guides are...

Just to prove that our reviewers are here at the magazine, we have a little inside the office two month's magazine news of their future from the last summer holidays that off!



**Warren Leonard**



**Paul Woodley**



**Jim Strickman**

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# reviews

**SEGA**  
**FORCE MEGA**  
**Recommended**

**Demtek** Take us into the fast lane with their latest and possibly greatest racing sim. Boasting super-fast gameplay, silky-smooth movement and the shortest game title in Sega history, *F1*'s ready to take pole position.

# F1



If you've lost interest in the Formula One racing scene since our beloved Magna Season's heroes off to America, Parson's greatest software fault is they have something to tempt you back. Demtek claim that *F1* combines both the silky and barbaric sides of racing into one cut, offering Arcade Championship and Training modes.

Academy is a straightforward race over six laps. It's great to the metal until you fail to finish or get through all the tracks.

The Championship's what Murray Walker will be faintest with, only *F1* lets you choose the tracks and the order you tackle them in. Every Championship race starts with a qualifying heat, where you try to put in a fast time for a good place on the starting grid.

In Training mode you can test drive any track and, unlike the other games, change the



In one-player Turbo mode, the sprites are reduced to the better's faster and more furious.



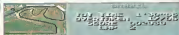
engine car set-up in the pits, rather than just your set of gears.

## Spill for choice

Championship and Training modes have a further sub-menu where you select a style of two-player game. If you choose a one-player race, you've the choice of Normal or Turbo mode, which increases game speed at the expense of sprite size.

There are four difficulty settings: Novice, Amateur, Professional and Expert. As you work your way up from Novice, the controls (steers) will react aggressively and crashes inflict greater damage on your car. You find yourself in the gas more often than not if you choose a higher setting without mastering Novice level.

Next you're presented with a pick of your car. Here you can choose your rear wing setting



The Team Demtek car comes with a six-speed gear box and 12-month warranty.



Change the set-up of your car to suit your driving style (ie, no brakes).

The Brazilian circuit is simply apart from one hairpin bend.



These shorty on-track events whip by smoothly and very swiftly; F1 is 30 in among the best we've ever seen.



The Brazilian race has been completed in a little over a minute per lap. Time for a breather before the next circuit.



which affects the downward force exerted on the car's gear box (rather too speed manual or auto) and tyres. The latter item's performance depends on another card item, since soft tyres are perfect in hot weather but useless when it's coming down with rain.

#### The right formula?

The piped settings aren't to your liking, the buttons can be reassigned. When you've got the right set-up, head for the circuit for quality lap laps or the Formula challenge.

When playing a driving game it's nice to control the controls and you can't win by sticking down the accelerate button, leaning the controls and hoping for the best.

It's no good hurling around the tracks and throwing the car around the corners with wild abandon. Master these buttons and you'll be making more use of the



After every race you get Driver and Constructor league tables. The Descartes team have fallen into second place.

A split-screen two-player game is fun.



**ADE 93%** What a brilliant Descartes have a sure-fire hit on their hands. I couldn't believe it when other reviewers raved about Jaguar's *XJ600*—a luxury if not a low one, and that was on CD-i. F1 was the low (or Ferrari) with it.

The first thing that hits you is the sheer speed of it all. Is F1 fast? You bet your bottom it is. In Turbo mode, prepare for edge-of-the-seat, heart-throat-staining action. You won't find a faster racing game on any Sega machine.

I can't fault the visuals. Both scrolling and perspective are absolutely superb. There's no flicker, no jitters, everything is so smooth. The cars are well drawn, sleek, sleek and move realistically.

There are simply loads of options: 12 circuits, four skill levels, four kinds of game, different tyres, wings etc. Nothing's been left out. Sound is good, a selection of small theme tunes, engine noise and tyre screeching.

This is the best racing sim I've played on any console. Check out Descartes' F1—it's the racing game of the year.





Crashes are caused by one of three things — understeering, oversteering and a bottle of vodka before the race!

Is pole then Ads a mistake? You have to learn to race like the real Formula One drivers if you want a share of the glory.

Should you better your career of racing condition (and you will), a message appears telling you to get to the pit. ASAP! If you ignore it, the tires only last another lap before they blow and you're out of the race.

## Simply the best?

You may be asking why this is billed as one of the best driving games ever. Perhaps it's something to do with the game's design and amount of award-winning options included.

The battery bank up facility not only saves high scores and championship titles, it also



Pain from advice Monaco's runabouts, but there's no time to grab a few coffees, you've a race to win.



Here we see Max Prost in the Team Renault car, passing under the MD motorway bridge in Websterville.

Remember your car set up. In all races, be they Training, qualifying, Arcade or Championship, you can quit at any time. See the result of the set before and enter the race. So if you're tired behind at the time, but first in the Championship and Drivers tables, you won't lose your place.

Racing time, however, is long, very slow, the first race of Pole Position Perhaps FF has taken MD racing to its limits.



May, Mr Prost, have some of this cheap little Pilsen on your racing staff since you mean, it's a £90 bottle of Me&P!



The long straights are the ideal places to overtake. Use the slipstream technique for an extra burst of speed.

## TIM 90%

After the unimpressive Jaguar 4000/CD, I'm a bit wary of racing sims, especially those that claim to be the best on the market. I was ready to give this one a try, but my tolerance wasn't needed.

Surprisingly, it's a brilliant. The cars are so smooth at their high speeds and primary stability and well drawn. The sound is pretty impressive, too — turns are subtle and the roar of the engine is fairly realistic.

The gameplay is fast and addictive. At least there's a racing sim where the high speeds seem real — in many games, you only know you're going fast because that's what the speedo tells you.

My only gripe is with the turbo-boost effect. When you cross into a steep deviation sign, you fly through the air, but crash into a safety tree at 100-150 mph and there's just a brief braking sound.

It's the best racing sim I've played! Cool graphics, aggressive sound and compulsive gameplay make Demark's car a must.



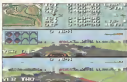
**PAUL 92%** I've seen countless racing games to try but few have caught my attention. Many promised to be the most real-time driving sim ever... but gameplay and a sense of holding down the accelerator and bumping the corners.

All that's changed because F1's moved onto the screen to edge the fear with the competition. The graphics and sound are superb, making the race enjoyable to watch and play, especially the two-player split-screen and turbo modes.

The choice of games, difficulty levels, players and circuits show just how comprehensive F1 is. The better than any's excellent — this is one of the first games to make intelligent use of such a facility.

My only gripe is that you can't have a two-player take-off race (you have to go into Championship mode first, although you can start a single circuit) and the pit lane is difficult to see on the map and even harder to drive into.

There are a few little points which have to great significance on overall playability, which is brilliant. If you're after a racing game and don't fancy motorbikes or real trucks, F1's the game for you.



The lights change to green and Ayrton Senna's on the pitlane off the grid — he's the only one off a start!



Start every time you go for a top record you get a dash behind a screen above.



In Arcade mode, the idea's to who after the laps of your chosen circuit.



After qualifying has, you've given a place on the grid.

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# Final Fight

If you've ever waded into an arcade, the chances are you've seen Final Fight. When the com-co appeared four or five years ago, it was the in-game to play — so what best was up offered as many more characters and more effects. It was a Top Ten com-up until the loss of Street Fighter II and Mortal Kombat knocked it out of the limelight.

What do you do with a com-up when it loses its popularity? You put it over in comics and try it as the latest beat-'em-up sequel — even though the mechanics are enough to drive a person crazy enough to hang on — or sell the plot.

The story is Mezz City in the near future where it's held in control by a gang of thugs called Mad Gear. The gang is led by the mysterious Mr. X, a ruthless business man who wants to take control of the city and run it by his rules.

## On a wing and a mayor

Lucky for the citizens of Mezz City, Mayor Hopper usually give in to take Gear (bribes and violence). He promised to rid the city of these marauders (for good). Unfortunately, his enthusiasm is unshared. Mr. X and, like one night Hopper's daughter was kidnapped.

Now he has a choice: he can save fighting the Mad Gear gang by official and judicial means and lose his daughter, or give in to the various demands and let the gang take over the city. Or he can launch a rescue mission, bring down the whole gang and its followers on the way. What do you choose to do?

Though tired with binding rage, Mayor Hopper refuses he can't back the gang down.



Feed for thought exists in a restaurant. There's a rather rilly award lying on the ground. Only an Star would grab it before that brute attacks.

Nintendo's famous best-'em-up made its impression on the SNES market last year, overshadowed, as it was, by a certain streetfighting sequel. It's been returned, revamped and released on Mega-CD. Is it any better on a Sega machine?



Final Fight begins. Kick those barrels off the blocks on the right. The top guy has the mayor's daughter.

**TIM BOWEN** The Final Fight CD title is brilliant — and the good news doesn't stop there. This is a perfect combination of the top fields barrel carting.

The smooth-scrolling parallel backgrounds are damn good and the huge, laserlike sprites are well animated. Every detail is included, right down to splashes of blood when a knife is used and Guy's tight checkbook (he wanted to be a hotel but it was just a phase).

The sound is fantastic. The various levels' BGM tunes are strong but they're drowned out by dozens of over-the-top effects: fireballs screaming, shoving and punching noises, and the gasps, screams and shouts of opponents.

Gameplay is 100% beat-'em-up. Not only do you beat the crap out of your enemies, you can also cheat up phone books, laundries and anything else that gets in your way, after revealing fuel or weapons.

The only snag appears when you play Double. If you're not careful, you end up killing your partner because you're not hesitant to use another's blows. This can be irritating and lead to even the battles with your partner.

There is no doubt in my mind that Final Fight is by some means superb.



# ht CD



Andrew star is well loved, but his stress comes (again) a bit too late.



empathetically so he seeks the help of Cody (the daughter's boyfriend) and an amateur investigator (see Guy [Cody's mate — a loose expert]).

Only two can go on the mission (due to the sprawling pace of subway routes) but all are capable of rescuing the daughter.

### All so special

When you're set the difficulty level and then choose a fighter — or fighters if you're having a two-player game. You start on the streets of the city with a full energy bar reduced a fraction every time you're hit by an enemy projectile or clumsy mate.

Enemies have similar energy bars which

decrease every time you hit them. Those that do three (another period) into them (Haggar, Cody and Guy) have different styles of attack and often hit weaknesses so it takes time to get good in the job.

Haggar for instance has a crippling flying gladiator attack which devastates most battles. The trouble is, MG's beloved mayor has the speed of an athletic snail and often gets buffed up by the spookier members of the Mad Gear gang.

Most of the Mad Gear have a special attack which causes major energy loss, although they usually attack with standard punches and kicks (unless of course you crank up the difficulty setting). Don't level battles as a threat!

If you thought one Andrew was bad, how do two go together? (Very slightly) —(E)

Cody looks on in awe as Andrew rises from his slouch.

**CODY**

**BASIC ATTACK**  
Press the attack button to perform straight punches and opponents.

**STAMING BITE**  
Press jump and attack while standing still.

Cody's the boyfriend of Haggar's kidnapped daughter. He's a dedicated with extra and needs a mean punch.

**SMALLEST THROW**  
Kick opponent, press attack button and highlight on goal.

**FLYING OVER DROP**  
Press jump and attack while in mid-air.

**FLYING KICK**  
Press right or left on the d-pad then jump. While in the air, press attack to perform the kick.



Although Guy's quick and agile, his punches lack power. Redress the balance with judicious use of a lead pipe.



Even Haggar looks pretty next to this guy; his flying kick and terrible turbo gladiator knock off heads of energy.

It tells of how you need to locate both your own bones before you step out that attack gate and can take them down quickly.

## Smooth and grab

If you're certainly pained, by hitting enemy things like telephone poles and all sorts of road obstacles just use them. There are three types of weapons — knives, lead pipes and swords — food to restore energy and various equipment items which bump up your score.

There are six areas to fight through before you must face off himself for a fight to the death. You pass through parks, office blocks, night clubs and building sites populated by an ever-changing but ever-hostile army of badies.

An occasional bonus game involves searching up a set or two of various puzzle objects a time limit, bigger rewards are achieved if you solve a maze involving in various scenarios?

If the making of a duck gets your adrenalin going, try the separate Time Attack game based a character and all so many Nice Gear things as possible in 99 seconds.

Can you rescue Oliver Hopper's daughter? Or will she be your final light?

**PAUL 82%** If you can resist from good the coin-op era, you can appreciate how difficult it must've been to convert it to the Mega-CD. Lord knows how they've done it, but the game comes from some up tempo and produced a charmingly accurate conversion.

The graphics are virtually identical to the arcade version, with big heavy shadows and detailed backgrounds. There's a faithful rendition of the original music and sound effects are similarly accurate, in fact the only noticeable difference is that the screen scrolls slower.

So let's get this straight! It's a clone of the arcade version, looks good, sounds good and plays great. A definite smash! It would be if it weren't for the fact that Streets Of Rage II is the superior game and available to all MS owners. But if you haven't got large a 16-Meg classic, by all means buy this.



Gay's on the receiving end of a double sandwich. If you're being mean, use the special attack.



**POWER GRIP**  
Grab your opponent and press the attack button.



**BASIC ATTACK**  
Press the attack button to let loose a slouching flurry of punches and kicks.



**FLYING KICK**  
Press forward and jump, then press in the air, press the attack button to perform a kick.



It's the third level and Andrew's still wearing those metal detectors! More and more, Guy's red suit's a real pain.

**GUY**

Guy's best friend and ancestor of the movie's daughter. Guy's a tough old brawler expert with a killer kick.

**THROW**  
Grab your opponent and press left/right and attack.

**SPECIAL ATTACK**  
If you're in trouble, press attack and jump together for a spinning kick.

**FLYING GRIP**  
Grab your opponent and press the attack button.

**FLYING GRIP**  
Press forward and jump, then press in the air, press the attack button to perform a kick.

**ADE 88%** Well! A top-notch beat-'em-up arcade conversion for your own home. First Fight's excellent Mega-CD version have yielded for a slouching fighting game — this is it! Guy's a character identical to the coin-op, only I thought the movie was a tad slower!

The visuals can't be faulted. No heavy wacky, half-hearted spots here. More! Cody, Hopper and Guy are beautifully detailed and expertly animated. Each character has their own moves and top, as they look stunning. Nothing's been left out of the beautiful, either — Guy is jam-packed full of colour!

Sound is well done! The same theme tunes that filled the speakers of the arcade machine are here and the giddy realism of the sound PG is second to none. Plenty of grinding, grinding and the sound of bones against flesh — just the way I like it!

First Fight's a real challenge. Being the wing and I am, I started play in Easy mode. What a attack! Is this game tough? Yes, a better believe it! There are seven huge levels, four difficulty settings and the bonus of a Time Attack game to keep you entertained.

If you're a Mega-CD owner and a beat-'em-up fan, you're in for to get First Fight.



**FLINCHING**

Grab your opponent and press the opposite direction and attack.

**BASIC ATTACK**

Haggar's huge fists are a mean punch — large hits to slow your opponent.

**HAGGAR**

The mayor of Metro City, Haggar's an unconventional warrior who uses his brute force to great effect.



**FLYING SHOULDER**

Grab a foe and press the opposite direction and jump. In the air, press down and attack.



**FLYING KICK**

Haggar's huge body means that he can put great weight behind his kicks. To perform one, press left/right and jump, then attack while still in the air.



**BEAR HUG**

A forearm right Press and hold attack and jump while in the air.



**HEADBUTT**

Grab your opponent and press attack to crack some skulls!



How dare those puny scoundrels and scoundrels try to stop you reaching their boss. Now they're rotting in drums in the hope of crushing you to death. Nice shape!



One of the bonus stages sets you working a foe's car.

If you run out of credits or decide not to carry on, the boss get blown to pieces.



Haggar's flying kick shows in all its glory. If you connect with a quality, the foe bursts, striking anyone behind him.

**Final Fight CD**  
**Capcom**  
**ESD**

<b>88</b>	Graphics
<b>87</b>	Sound
<b>82</b>	Playability
<b>80</b>	Usability

**86**

A great arcade conversion. One to buy if you don't own one!

Out: New Imports      A.C.E 071 438 1105

**Y**es, the another first-look situation takes. To ride US Gold back the torch stick with the workout Olympic Gold Medalists have to go some way to lead them to the top. For starters, the concept is the same: Practice or compete in eight events against a maximum of eight athletes. If you choose Tournament mode, you choose the other competitors, deciding which are computer and which are human players.

As is the norm, a lot of joggel-joggel and button-pressing is the order of the day. However — and this is where our tale takes a novel turn — Accolade have pushed the boat out on the presentation front and pulled the visuals from a slightly different angle.

Instead of the run-of-the-mill side view of competitive running, leading through an Summer Challenge uses 3D visuals to full effect. This is the first time we've seen 3D only-gate graphics in an MD game of this type.

## Train to win

At the start of the game, you're given the choice of playing from the amateur league right up to world class athletes. With the opening ceremony, a few dots and dashed binary music and a few tail-raised doves, it's onto the events.

So, *Restart a touch*. You won't make gold medal status unless you train, train, train. The good news is — there's a training section (how do I guess? — Ah). You can choose from all eight events and practise them in any order.

Many events are tried and tested, a couple such as shoe-juggling and juggling are challenges you may not have attempted in previous sports sims. Let's take a look at them.

In the *catching*, you're given three arrows to fire at four targets in a line and move the *catcher* overhead over the bulls-eye and help.

Keeping enemies juggling through a series of gates without touching them. Blast the ball left or right and occasionally press (C) to stick your ball in deep water and wait right over.

Back on the land, don't head for and juggle (S) and timing are needed in the *squash* event. Gauge the speed of the balls and

# Summer

**It's Accolade's turn to breathe life into a concept that's been around longer than Lindbergh's jockstrap. First impressions seem favourable, but top priority is playability. Does this have any?**

judge when you should press the jump button to clear fences.

In the *golfing* complex, a number of steps of the arena, as quickly as possible. That style of control we all know and love — is speedily alternate pressing of (A) and (B) — is what's needed. Avoid hitting the top or bottom of the oval.

The *juvies* is straightforward. Make your run up, angle your big pointy shoes and cross. Your speed and distance are highlighted onscreen.

The pole vault and high jump are tricky events. In the 'vault', you must judge the length of your pole and the height of the bar. With the further, well-timed button-pressings required to gather speed and jump when a bubble comes life-view.

And it's the view that's all together different in *Summer Challenge*. In each event, the competitor sees the scores from behind. The strategy scrolls toward your athletes, giving a good feeling of depth. Many reviews and polygons give *Summer Challenge* a new look. You will play a hell of a new summer game. **B**



**Better get your feet together if you're going to beat 80.000 in the Juvies.**



**TIM 72%** It's not a great fan of sporting games that this year's changed my mind. Most are limited to one event so it's not long before boredom sets in but this is a completely different case. What other game enables you to pole-vault, be a steeple chaser, etc. takes and much more?

Graphics are damn fine, each event well presented. The competitor's grip and backdrops are colourful and detailed. The sound is not bad, there's a little music but the stunning effects more than make up for this. The *collocators* a voice-over in French and there are some great graphics when the competitor falls off his bike and slides across the grass.

The controls on some events are a little fussy to begin with, but with a bit of sweat and toil, they're mastered. Like *Adm*, I found the pole-vault a little strange, which reduces confidence and timing at the more tricky.

*Summer Challenge* is a great looking sports sim — it's far exceeded my expectations. If you forgive the odd glitch in gameplay, it almost comes right the standard of Olympic Gold

The pole vault's the toughest event. Must it always have in these games? The water perspective makes it difficult to judge when you should slide over the bar.

# Challenge

**GRADE 65%** *Summer Challenge* looks classy. On first play, I was extremely impressed with the polygon graphics. In some events, they were really well. Notice I said some.

Sadly, in events such as the equestrian and polo vault, the perspective camera jiggling makes judging distances and jumping somewhat tricky. Frustrating. And end up making a job of yourself in front of your competitors because you're never sure where you're going. The horse has a mind of its own.

Believe it or not, the archery is the best event. There's a great feeling of achievement when you let slip and notch up a high score.

The odd thing about *Summer Challenge* is, even though you may be playing with a hefty group of mates, you only ever compete with your own against the clock. That game heavily lacks a head-to-head feature. You're got the look to yourself during the hurdles. There's the real sense of competition. The is Olympic Gold.

This sound a tadding to write some about. There are a few tiddly tunes, the opening ceremony's pretty canny, and a crowd complete with and there.

*Summer Challenge* isn't an awful game, but sadly, the presentation gets in the way of the playability.

It's hard to achieve that balance of good visuals and smart gameplay, *Summer Challenge* have achieved the former, not the latter. They've worked hard on the polygon graphics and spend less time on the guts of the game.



A perfect score so far. Looks like Steady (that's a donkey's name!) may refuse this next fence. Gladly up!



Poof's for the high jump — another tiddly event. The bar's at 1.7 metres.



You get tiddling in this game by the way in a tent. Our man nearly hit the bull.



Glug! Glug! Help, Shintee! He punt and pinto manoeuvres are getting well! A one attempt starting the tiddling.

**Summer Challenge**  
**Accolade**  
**£39.99**

<b>78</b>	<b>Graphics</b>
<b>56</b>	<b>Sound</b>
<b>52</b>	<b>Playability</b>
<b>58</b>	<b>Lastability</b>

**69**

A good-looking game. Great playability with music but let down by gameplay.

Out: July      = 081 077 0800

**I** Wharpaced with licensed to a TV show, it would have to be like *Tron* — you're at the controls of a vast spaceway, seeing Earth from an onslaught of alien warships in their paths. In Wharpaced, you're compared to a computer game. It would be like a 3D shoot-'em-up containing some exciting real-world 3D effects. Absolutely exciting better visual wonders with their race-in-space flight scenarios.

The strategy they use is not an exact science like a time-reading list of missions for you to attempt and hopefully complete. Because if you don't, our planet isn't expect a heavy dose of alien invasion.

You use an outer region of the galaxy several sectors have been obtained. In these areas, back holes have been discovered!

On investigation, you find these big holes are more than just holes. They're portals which allow travel from the colonies in unknown parts of the galaxy.

**Cooking with GAS**

Need more? You may think so, but after the forms are already using the portals to their advantage and infiltrating our colonies.

As a skilled pilot, you've been chosen soon to defend the former hole using a variety of spacecrafts offered by the Galactic Armed Services (GAS). You have seven main missions and a series of scenarios to handle, which vary in length and difficulty.

You were created, defined space from the cockpit of your craft. Cherry view approach as



Unless that alien (like us, you, there's not a hope in hell of hitting him.



We're being attacked by an orange area! Don't move for and we'll be flying away.

# Wharpaced

It's a game, Jim, but not as we know it. Accolade hope they're a fast-paced, action-packed strategy shoot-'em-up on its way to planet Earth. The question is: will it space us out, man?



colored, colorful graphics. They can't do the best but are open you in no time, large as the industry for color.

You've numerous controls and options to allow more important of what is the ability to wrap. Select the main screen and decide which order you want to visit.

**Alien Invitations**

In each area of the galaxy, there are forces of aliens to destroy. Each of four alien species have four types of ship. Keep checking order for destroying mission!

Once all the aliens in a particular sector are destroyed it's time to wrap to the next. You're

awarded points for each successful mission and as you rise through the ranks, your ship and weapons are replaced with more advanced models.

From time to time, team members back in base offer advice. Constantly, enemy pilots appear in your hyperspace reactor to offer new challenges.

For example, a *Star Wars* may invite you to Sector 70 in Quasar's Arms for a stop-dong. There's no getting out of it. If you don't go, the equation may make it more toward your planet.

Performance never repeats! From a sixteen best team training school, you'll hopefully complete enough missions to get into of the most advanced spaceship. Galactic Armed Services have to offer — the *Star Wars*.

The battle shoot-ups are the best of the best, as well as drive-thru.



Close-up your ship carefully — you don't want to be in the end battle before you realize you haven't got a runway!

**TIM 42%** Oh, geez, a flight out on the Mega Drive. We haven't seen one of those before, have we?

Sorry about the success but it's still to the back with of playing mediocre flight sims, and believe you me, this is one of the worst yet. You'd think Accolade would add something different to the proceedings. Sure to fit your OS!

The graphics are adequate — the SD effect's good but the rest of the visuals are pretty average. The main sure a weak and effects are rather basic.

Simply doesn't win you a medal, either. It's far too slow and boring with no difficult to destroy. The only time your next enemy of temporary success able to hit a ship is when the target is flying directly toward you.

Wharpaced's just one big, boring circle. Entire sector kill all the aliens, enter another sector, kill some more a little, and so on and so on...

Unless you're a boring spacer who loves average flight sims, I advise you to keep your wings well away from this.

# eed

**ADE 62%** There's another game with smart graphics yet the gameplay. The sprite scaling and rotation is pretty good but the whole scenario is far too slow. In fact, seeing as it's called *Wingspan*...

More often than not, the high speed weapons of your disposal fade out before they reach a target. I wouldn't be surprised that one of its single and dual to wall until enemy craft were head-on.

There isn't that much time to pre-empt attack patterns. While I get thinking, "Well, in three seconds that ship will be here, so I'll just pass my weapons here..." another alien craft erupts from nowhere and takes the crap out of me!

Again with *The Flying Saucer's* like being trapped in a vicious circle. Ah, shoot, waa! Ah, shoot, waa! See the most exciting of shoot-'em-ups, huh?

Presentation is fine, with plenty of controls, ship and weapon details and a communications link between your craft, base and enemy fighters.

*Wingspan* lacks variety. The scenarios are too similar and gameplay gets very monotonous. A slow, unexciting shooter that may appeal to die-hard *Tron*ies or fans of the old 8-bit computer game.



Take the position of the enemy craft. If you're lucky, you might score a hit!



It's either your base or a rogue *Atlatl* from *The Gladiators* or *Space Jaws* to fly!



Which way did he say it was when you pass the big pink strategy thing?

Oh, left I think, should right pass the *Play*... or was it the *Control* and *Audio*?

Oh no not it was right, pass the pink thing, then left of the *Red's Head*...



Statistical screens pop up to issue trivial challenges.

	<b>Wingspan</b>	<b>52</b>
	<b>Accelade</b>	
	<b>£39.99</b>	
<b>67</b>	Graphics	
<b>50</b>	Sound	
<b>52</b>	Playability	With sprite scaling and rotation, it's about the gameplay.
<b>58</b>	Lastability	

Out: July

011 877 0280

# Snow B



Want a reminder of those childhood winters, when the days were short and the nights were long? You'd borrow a scarf and carrot, find a couple of sticks... and run out of snow before you'd finished the snowman's body. Console yourself with this hot coin-up conversation.

**L**ike a boss when you're a snowman (in rooms in the SEGA FORCE MEGA office — just look at Nick and Tom, the Snow Brothers). They spend all day stacking up garbage processors and listening to substandard rap records. Or rather they did, until The Informer finally left the Trap for and stole importantly: the two processors were replaced by the revised Fire Queen.

She was yabber of their beauty and the fact that their old Castle was no longer bigger than here and that an A.A. ring, so she capped them with a spell and took them to her lair.

This misled the brothers, who'd taken the last looking birds in the area, but — no less and! Worse when threatening to hit them unless they later hand over his dragons.

Indeed, Nick and Tom aren't your average yellow-bellied snowmen and set out for Fire Castle to rescue them — star of saving themselves mostly guarantees you a magnificent

You lose control of Nick in a one-processor game of both brothers if you're combined a hole in play. Your mission is to battle through

the castle's floors, defeating the Fire Queen's evil henchmen until you come face to face with the woman herself.

Don't think of the last battle just yet. Every level's chock-full of diverse enemies and devilishly hot-out platforms. You need to let it your greatest power to survive the arena which ensues.

The action's a various blend of *Balloon Kid*, *Zip Dog* and *Radbar* levels, only you



What a cheeky grin. With a smile like that, who'd could resist helping him find the two kidnapped princesses?





# Brothers



more snow rather than bubbles or rainbows. The idea is to throw through snow in bottles to turn them into huge icebergs which you then push all other bottles, jump on to reach elevated platforms or lanes to slowly melt. Why would you do that? Well, the boss appears if you kill too or more bottles with one attack!

There's something: long-range icebergs, high-power snowballs and the ultimate

## Come on, do the loco-potion with me!



**Red Potion**  
 Confuse this for increased snowball power. Handy for the later levels.



**Green Potion**  
 The best potion in the game! Your player turns into an obnoxious and kills everything onscreen.



**Red Potion**  
 If you think your Snow Brothers is a bit too strong, collect this potion to gain super-snow.



**Yellow Potion**  
 This effect gives your snowballs a greater range so you can hit those bottles from a distance.



It could be a challenge for old kids, while Tom makes a sharp exit... stays right.



Level 30 sees you building two covered staircases instead of an shopping your search for the girls.



The speed of each screen presents its own problems, here the steep slopes give our hero a spot of bother.

Might! What an ugly girl. He's the first guarantee you want, although for better reason, he's not that hard to defeat.

These real guys are okay to kill — just watch out for their real attack.



**PAUL 80%** Yes it's Cool! Brilliant! Smart! (and someone, get the ball-cha!) One of the best arcade games has been converted to the MD and it's not cheap.

*Snow Brothers* is just snow cool — the graphics are groovy, the sound a funny and generous simply put of this world it fits a Bubble Bubble-type game you're after (a, static screen, lots of bottles and snow to melt) you can forget anything that is you in the past — this is the game by which all others are judged.

It is totally addictive. Once you've played it up, you can't put it down! It's lucky there's a password system otherwise I'd be up all night trying to complete it!

Games like these are few and far between! Bubble Bubble has never surfaced on MD so their has Dig Dug while Bubble Bubble can only be found on Japanese import. Hopefully, *Snow Brothers* will find its way into a British cart.

If you can't wait I know I could it, I suppose you get a Japanese converter and rush out to buy this game now, especially if you're after a two-player game.



Weapon Mr. Driller (you glide all over the screen, eating anything you touch) bonuses are awarded for killing all enemies with a single backtracking level!

### One in ten...

But be warned: these power disappear when you lose a life. Things get very sticky at the later levels when you return to normal speed and log standard snowballs.

It's not as if you've many lives to waste. You start with between one and five lives depending on what's set on the options screen, and lose a life whenever you touch a enemy. Lose all your lives and you can see one of four endings.

Thankfully a password is given at the end of every level (and just after you've fought a guardian. Sorry, did we forget to mention that you face huge bosses?)

One you've passed out the gameplay by sliding the difficulty level (we suggest the next setting only if you're drunk).

Remember to stay cool — heat is certainly not real when you're a snowman!



This screen's very tricky. These red devils can and themselves into a ball and attack at high speed.



That's Sam's a real pain in the arse! Killing Bear's difficult as avoid his claws.



After doing exercises for six months, the girls decided to skip themselves!



You'd like to know superstars of the Mistful, Mr. Driller. Cool or what?

**TIM 92%** I was well impressed with the cast, and that a snow job (oh-dear, Captain Ciccia, drink up!) Seriously, this has to be my Game of the Month.

The level's great. Sun your enemies into snowballs and roll them into any walls that gets in your way. When you roll your enemy from one of the top platforms, it looks like a pinball game as the ball bounces from platform to platform. It's challenging, fun and bloody addictive — I was dragged away from the MD screaming for more.

The graphics are damn fine. Backdrops are ultra-colourful and characters are well animated. There are some striking visual effects (the boss when Nick or Tom realises a power up — they swell up to three times their normal size and kill everything in their path).

The sound effects are cool and the main tune's unbelievably catchy. It has been humming in my ears for the last few hours and it's driving me mad (glad, glad!).

*Snow Brothers* is the most compulsive game I've played this month. Absolutely fantastic.

When you've got a level that's fairly simple in design, add all the bonuses with one exception for a special bonus.

**Snow Brothers**

Tengen  
£39.99

**91**

85 Graphics  
82 Sound  
94 Playability  
90 Usability

A fantastic platform romp that's got down a storm with all the family. Bug off!

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# Andre Agassi

**W**hat are you doing this evening, Agass? Well, Steve believes it or not, Andre Agassi's coming around to give me a spot of tennis coaching. So I'll just finish this cup of noticeably well-known coffee and take my leave. The doctored eggs. A hot! That'll be for me. "Where the water can I interest you in any dish, mope?" Oh well, just gone to show me a picture like those coffee ads.

Most of us won't get to play against Agassi in the real world, but when you play TecMagik's sim, you can really assured the most famous has been involved in the program. Tests start to their. And the selected like programs on individual to its own technique and how players would best tennis shots versus to them. With this in mind, we should expect a realistic tennis sim.

Andre Agassi Tennis offers more options than we've seen before in a game of this kind. Really there is a choice of tennis court.

Each surface affects the way the ball's played. The grass courts the fastest because the ball bounces low — proven yourself for not many. Clay's a slow court, bounces fairly fast. The indoor courts similar to hardball, not as fast.



No action here! The tennis player moves in synchronization of the colors.

**David Crane's done it. Jennifer Capriati's most definitely done it. Andre Agassi hadn't done it until TecMagik let him in on the act. What ever do we mean? Sporting erogie? No, Mega Drive tennis aims. Most have been disappointing in the past. Can Agassi serve an ace?**

There is a choice of eight players (including Agassi) each with their own strengths and weaknesses. Time and plenty of practice find the guy or gal suited to your method of play.

### Man against machine

Nothing of practice, a unique feature of Andre Agassi Tennis is the ball machine. If you technique rusty, take time out with the pump action servo.



Both players better look lively — the grass court is the fastest to play.



You stand at the bottom of the court, the machine sits at the top. Long balls, back and forth. This is a great way of getting used to the numerous shots opponents serve, plus you can test out the bounce of each court's surface.

Then you've decided for or against some man play and whether it's singles or doubles, you'll human or computer players head for the court and give the crowd what they've paid to see — an excellent match.

All the usual tennis rules apply. The return and forehand are there in one fell swoop and the unique shots out the state of play.

As the ball comes toward you, your player chooses the best way of handling the shot. Will



The double's tennis court's in one fell swoop for a job.

### ADE 83%

Reviewed in our sister mag SEGA

GAZETTE FORCE, have seen the Andre

Agassi Tennis. They weren't too impressed. The problem with

the old game was control and positioning. There is a lot of

this on the Mega Drive version too. Basic reasons, it's not

really so fast, and the ball machine helps you get the feel for

much what and where ball to intend to play it.

All in all, TecMagik have a great package. Look at it this way

is a wide variety of options (courts, players etc), the ball machine

and the Mega Tournament, great presentation for a tennis sim

— the best yet, in fact. Graphics are crisp with a solid 3D

perspective and attention to detail on even the smallest

elements.

The Game option is a bonus. Compete against a friend and

you're even sweating and clanking at each other. Actually

playing AAT with a friend is something I strongly advise. The

computer stars are tough and until you've squeezed out the

console, competing against somewhat slower human players

means for a more enjoyable match.

My only real gripe is the way the players move. They're a wee

bit late for my liking, which affects timing positioning.

Sometimes I either yank or over-rot the ball.

That aside, TecMagik have made a satisfactory step into the

'90s tennis. Twelve times can I go along with this.

# si Tennis

Is he a lob smasher or volley? It's your job to ensure you're positioned correctly and use the right combination of padded moves and turbo charges to get the ball back over the net.

## A real skin-bulb

Only on the line of Wimbledon, the lion's den, by water and the astronomical prize money you haven't satisfied you. All is not lost.

The Sims Tournament is a great option. Play against a mate or the computer while each shot is worth money. The stakes can get mind-boggling. If you're poor as a player, you risk a tough early exit.

The fully stated \$45 and offers for each successful shot. Tennis grows in the reactive zone. When the stakes reach its highest level you complete a real money off each other!

Back on courts court, so sooner has the entire court! Come out and watch, then the winner hits the headlines. The front page of the Sports World News appears tomorrow and you can read just how well your opponent played because for the first few matches, you'll be the one with your name on your side, shouting "The ball was in!"



## WARREN 79%

I expect TechMag will be pretty happy to get Agassi's endorsement and the rights to play as his name all over this game and its packaging. They need it to be covered, as far as I'm concerned. I've never asked the brand, heavy-looking Agassi, and this sounds like a really big enough to stand on its own two feet.

Andre Agassi hasn't got the instant appeal of David Cross's Amazing Tennis (re-viewed last issue), as it uses the age-old viewpoint rather than a fancy 3D court. However, all graphics are clearly and colorfully shown, as they're pleasing to the eye and don't complicate things (judgment unless those in Mr Cross's effort).

I suffered from the problem I always have when playing tennis: either in a video game or real life, gauging the trajectory of the ball then getting to the best position to return it. But, the players react and move quickly, so the ball isn't hindered in this way.

The ball machines and passive two-player games are reminiscent of tennis skills. It takes nerve and strategy to be a world-class player, according to Agassi, so you can be sure it's not a long time to reach later rounds of the tournament.

If you're after a tennis sim, it's a case-up between this and Jennifer Capriati Tennis. Play both before parting with the cash.



**Andre Agassi Tennis**

**TechMag**  
£39.99

**82** Graphics

**70** Sound

**73** Playability

**76** Usability

**81**

Agassi's New Features put the centre into some getting used to!

Out: Now

or 071 243 2976



is and behind if the game doesn't have built-in subject matter. If you expected better football or football might it, football game. 20. Document used to play with over-sized athletes, forget it. *Balljacks* is a futuristic game where the stars of play refer to a pair of metallic crates.

You control one of the robotic outlanders, a male (or the computer) gets a grip with the other. Each club has a conveyor belt (before a loaded with balls. The aim is to use your club's power to ball into your opponent's wire.

Once grabbed, ball is splashed onto the conveyor belt and watch your fate. Critical Time Meter decodes the slippery state is lost. The wheel is too long, so it's the other robot ball to grab a ball from you before the words of loss can dry.



If a opponent is grabbed, the pressure is on you as your robot sure down. If your opponent's method of attack is unsuccessful the countdown is your favor. The first player to win three rounds loses the match.

### Shellfish get

You're a bird's eye view of the *Balljacks* arena. Move your robot along the rails and operate a pair of motor-powered pincers.

When a claw makes a move, it either to grab a opponent or to launch for the wall on the opposite side of the playing area. If one of your pincers claims a ball, cause maximum damage by dropping the sphere through your opponent's club.

When a crate is taken too many rounds, he takes one or both of his pincers. If it is able to disappear, he releases to the waste disposal unit and is replaced by a brand spanking new, performance robot.

As you become more skilled you can receive a ball your opponent's get grabbed. As the sphere makes its way to the other computer member of your pincers at the ball and fire.

Once in your possession again, keep a close eye on your goal. The only get on either side of the arena may have another attack plan up his well used sleeve.

# Ballj

We're an inquisitive lot, so it came as no surprise when, on hearing the intriguing title of this forthcoming offering, we leapt at the chance to play it. Unfortunately, there's a single word to describe the game — and it's not 'jacks'.



**Goal!** The blue computer club has obtained one of the red player's balls. But not for its, but for revenge.

**TIM 32%** The only characters in this game are two robots, and all they do is launch each other with steel balls. You'd be not going to make any usually transmitted parallel (even for this game is not up to scratch).

Graphically, *Balljacks* is okay. The robot-robots are well animated and the factory landscape are detailed. The sound is all right, but sound effects aren't that much.

The controls are as simple as the game itself — it's only a 2-Play port and it shows. There's nothing much to do. Sure, you can grab your opponent's balls and launch his around, but what then? Nothing. That's all there is to assure you.

*Balljacks* seems like the lowest level from a proper cart. It's played for better-than-BasicSystem games. More depth and fun, to very much, Reg.



# Jack's



**The Grand Arena** This is where the World Championships take place. The computer plays a pretty mean game.



Press [L] and [R] together and both players fly out. Our man's loaded a good ol' hand full balls of steel!



**BOOM!** The computer gets it. When a mode is set both players... it explodes.



Getting in sync with your partner's actions in the TV using Blazes.

**ADE 41%** Is nothing smells of post-porn around here. How Sega have the audacity to release a game like *Ballbacks* is beyond me. I wouldn't pay full price for this. It has to be the budget title (er... don't think so...—Steve). There are tons of features! Why, there's a... and some and, hence... the opponents in the World Championships and well... that's all!

For the first ten minutes of play, I was totally engrossed. The reason? I couldn't believe how awful *Ballbacks* was. Presentation's a total... with a few half-hearted intro screens. The playing area's all waxy-waxy and waxy and the sound's weak... a few screeching theme tunes and waxy loops and riffs. The crates (probably the best-looking things in the game) are easy to control and respond well to joystick-wiggling and button-pressing.

The computer opponents never play fair. A two-player game to ease the loneliness factor took zero to, let's say three, but not for long. Once you've the odd taste of three under your belt, the game's extremely easy.

With too few opponents and waxy gameplay, I can't recommend *Ballbacks*. Sega will make a waxy ball up if they give this a 100 price tag.



Player two has the advantage. The graphics show his score's slightly larger.

There's a staggering variety of arenas in *Ballbacks* — #001

<b>Ballbacks</b>		<b>37</b>
Sega ET&A		
<b>55</b>	Graphics	With such waxy gameplay, <i>Ballbacks</i> should be avoided at all costs.
<b>42</b>	Sound	
<b>41</b>	Playability	
<b>39</b>	Lastability	
Out: T&A		☎ 071 273 3000

# International

Our national sport of football has spawned many a Sega cart, but what of its rough-and-tumble cousin, rugby? Denmark have risen to the challenge, so grit your teeth and get stuck into our across-the-board review.

If I find you don't succeed by try again — a motto best adopted by those who enjoy frenzied noise, mangled wires and juggling odd-shaped balls, 'tis the wonderful world of rugby a game invented by a boy who kicked up the ball and ran (so, not a cowardly posturer) developed by gentlemen and played by idiots.

Denmark's own has it all: various speeds, hawks and a bit of steel thrown in for good measure. The object of the game is to drink individual cups of stopped ring of the lip of your team's hands for itself and come out.

Early the next stage of rugby is simply to score as many points as possible generally by grounding the ball over the opposition's goal-line for a try. Each team of 15 players is divided into forwards and backs. Forwards defend and are further divided into two props, two locks, a hooker and two tighthead and number eight and centres, two wings, a fullback, scrum-half and out-half make up the backs, who attack.

## Backwards and forwards

The backs run toward the opposing team's goal line, throwing and occasionally kicking the ball between them. The rules stipulate that the ball can only be passed to players behind a and of course, the other team's forwards.

attempt to steal the ball.

When a try is scored for five points, the triumphant team has the opportunity for a seven-point, which involves kicking the ball high between the goal posts for two points.

The famous rugby posts also come into play when a foul is called and a penalty awarded. Like a drop kick — kicking the ball between the posts from open play — it generally awards three points.

When play breaks down or the ball becomes free, teams attempt to win it on the ground (a ruck) or when it is in motion (a maul).

If neither side succeeds it results a gathered-to-defence position. A line-out, similar to a scrum but involving fewer than 15, is played when the ball's kicked out of play.

## Notion to motion

International Rugby's controls are simple — with the aid of eight buttons (A) and (C) pass to the left and right respectively, (B) passes and the (D-pad) moves the current player. When not in possession, (A) tackles and (C) changes the player under control.

If you're eager to get down to the action, choose Quick Start from the main options screen. This launches you straight into a one or two-player International-friendly match with standard game settings.



A typical rugby player big, build and an absolute tank when it comes to your collection. Features an average 14 pounds of sugar.

When you're more than a dozen feet in front, power the player's attributes and edge on the sound to your collection. Features an average 14 pounds of sugar. Features an average 14 pounds of sugar. Features an average 14 pounds of sugar.

All the controls in to adjust your joystick, such as a gamepad and take to the field.

Line-outs are an important part of the game, when the computer speeds most of the time. Making the ball into touch.



Hey, look, forget the game. The Hag's Head has just opened and it's happy hour!

**PAUL 76%** I've had a rugby team myself — after all, how difficult is it to throw a ball along a line of blocks? But I must admit to being rather impressed by Denmark's version of this physical game.

The graphics are excellent (reminiscent of *George Foreman's* *Glory*), which makes following the ball easy. With practice you can string together a series of moves the All Blacks would be proud of.

Of course, if you follow rugby rules, you'll be aware that these moves take several place in the most thrilling part of the game — kicking the ball into touch at every opportunity from hoping to win the line-out! He yells when it's all too convenient about rapidly taking International Rugby to the edge of the line-out. This is a shame, because the two-player option is cool and makes a welcome break from soccer games.

My other gripe was the sound, which doesn't fit a sports title, and the restricted options and competition, which limit one-player matches. Rugby fans with like-minded mates, however, should put their order in now.



# Rugby



All the set pieces are controlled via a game-time meter.

**TIM 80%** As you may know already, I'm not a huge fan of sports titles. I'm usually a poor competitor, but at least I try. Specifically, I just ran the thing off the controls, I found Domark a effort to be the perfect rugby sim.

The graphics is, er... well, it's rugby. Domark has the sport down to a tee. My only grip is that tactics are really a bit basic—computer players are hard to knock down, while they only have to come near you and you're missing the dirt.

Although small, set pieces are well animated and the crowd details have been captured. Players fall realistically and the ball behaves like an inflated bladder should.

The sound, however, is out of place—Domark belongs in a show/buy. The effects are much better, the crowd cheering when you score and a satisfying thud every time the ball is kicked.

International Rugby's a cracking sports sim (rated with detail). Those level for with the rules should be impressed. Others could feel a little bogged down.



Kicking is difficult — you need to aim at their legs, not their waist!



Drop goals are a quick way to rack up the points.

## All you never wanted to know about rugby so didn't bother to ask

- Rugby originated in the early 18th century at the famous Rugby school, which is featured in the wall below. You should be proud!
- William Webb Ellis accidentally invented the sport while playing football, when he picked up the ball and ran. This early version of rugby was known as "chucking".
- The first standard set of rules were drawn up at Rugby school in 1840 and was officially played for the first time in 1862.
- In France, a player once gave the ball to a strongly kick and ran it. The other players were intimidated and continued play with this head. Canal rugby club supporters salute small boys' names: shower eggs and Nintendo Entertainment Systems.
- It's a well known fact rugby players are terrified of mice and love peanuts (© 1998, you mean elephants)—E.O.



After the game, you can analyze your performance. If the All Blacks find you in a few more testies, who's to blame? Because never when the dirt's cleaned or when the dirt are feeling ready!

**International Rugby**  
**Domark**  
**£39.99**

<b>88</b>	Graphics
<b>75</b>	Sound
<b>78</b>	Playability
<b>76</b>	Lastability

**78**  
 A sport sim sports sim with great visuals and sound effects

Out: October

© 011 700 2222





**H**ave you ever wondered what life would be like without machines? A life where everything revolved around nature and natural forces rather than machines and mechanical designs? There is a world where this mythic thought takes shape that can achieve high scores and grant us many pleasures as the film.

Only the best Force Mega is a parallel universe and its opposite order number is a mysterious feature where outer technology has bred a race of future being beings. These great discovered a portal linking the two worlds and to cut it is long story short, blooded they existed there both.

The nature-loving people have jumped together in order to journey through the portal to the Outer Realm and find out why their world is being torn-run with dirty oily androids. This is where heavy steps and the present begins.

**Reborn around**

You, quite team leader Fuzun through the Outer Realm and try to find out who's behind the trouble. To help your quest, you're met by a bodyguard a jet engine, table and your mentor Albert.

The bodyguards accompany you on forces through the levels while Albert breaks camp whenever so you're a place to recuperate and get advice. Your steps as your ally and called upon to occur a level to answer some clues etc.

When you've decided which bodyguard will accompany you you're ready to start the camp and enter the level leaving the screen from above the screen beside as you enter. Forward and move orders in the background — follow or hunt for small items, for example.

**Spells trouble**

The idea of each level is to complete levels set by Albert. These usually involve finding certain items or removing a number of obstacles while killing as many cyborgs as possible.

Because you're from a great world you

# Technoc

It may sound like an LFD versus The Prodigy remix but Electronic Arts' tale of two realms is a far more inventive combination. Back-to-nature serenity and grimy, noisy technology are at war; can they ever be reconciled?



From I get a gun or robot launcher to load and you're loaded; you're equipped with a standard array of spells and a staff which is used as a weapon and shield.

Spells include a standard magic missile (which can be powered up to suffice the time before magic hammers down), lightning bolts and instant bombs. All are in limited supply but you can gain more by collecting the doom cyborg drop when you blast them. The same goes for defensive spells such as heal, teleport and invisibility.

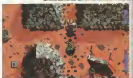
**Shield guard**

Out in the wilderness, gatekeeper's reinforcement of Gauntlet, in all waves of battles while trying to blow up the generators and portals from which they appear. His robot you'll be can't be it go too far and if I have I get a heal spell, you take a hit.

Towards the end of each level you come across a super-charged bad guy which is powered up by one of Albert's missing life shards. Collect one of these and you know the next level's just around the corner.

As you progress, you explore caves, some you'll discover and walk underground caves fighting all kinds of technology as you go. Battles get tougher and scarier so you'll be glad to know you've far continued to play with. Should you run out of these proceeds what you do is start a level.

Someone delivered war in Miller's Measure — and that is going to be the father of all heroes! ■



Forward and Fuzun guide the jet guard for four work-days.

You've penetrated the Machine Lord's lair. Forward and destroy him.



**PAUL 88%** Technoclash is one of the most original games ever to surface on the MD. The initial combination of RPG-style puzzles and frantic shoot 'em-up action works well, and I can honestly say it kept me glued to the MD for hours.

The "Nature versus Technology" theme is made of the more believable by subtle graphics and sounds used to great effect. The techno backgrounds and characters have that wonder feel to them, while the sea-riding tank ships really stand out.

There's a hell of a lot of shooting to be done before you can begin solving puzzles. This is a bad feature, but most of the time you can sidestep the flow of battles by destroying generators. Continue and personal options tell you this is a big game and you'll be well advised to note all codes — continue battles till Fuzun vanishes and it's you're out of continues, it's Game Over.

Technoclash is a bloody good game with enough variety to keep MD owners happy. It could've been more involved (RPG elements play around 80% to about 10% gameplay), but there's a lot on offer and a strong feeling challenge.



# Techno Clash

**TIM B5%** I don't believe there is anything out there to describe Techno Clash. Blowing out the competition, about 100,000 and counting elements have been rolled into one original card!

The graphics are top quality. Each update is well-estimated, and of-level cybernetic look mean, scenery is colorful and imaginative. There's a lot to occupy the eye-balls. The sound is pretty impressive, too. A carefully measured mixture of gunfire, explosions and exciting lightning bolts streaming out the screen.

Techno Clash has plenty to keep you occupied. The about-up element is overwhelming at times — masses of adversaries once you down — but nice features such as the ability to deflect a missile back to the sender helps the task. There are loads of pickups and special weapons — these are over-the-top features to catch the eye.

Techno Clash's RPG and strategy elements give you the life to the best Western/Gundam mix in the style of about-up. When your Jump Strike together have been shown, and the Outer Realm.



In the underground world, you'll encounter water attacks. Stop the cyborgs by destroying generators.



You can enter your battleground's arena. In this situation, make sure you approach and be ready to fight.



Enter, Ransom's pet robot, is called upon to attack the robots.



Ransom is standing by a cybernetic generator. Use these bombs to destroy it.

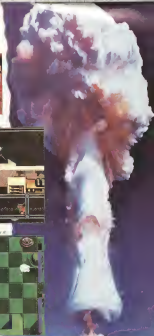


These sources are quality they will take a lot of life and are equipped with explosive launchers.



The first level was you killing through a Las Vegas casino as you attempt to find your friends.

The New Frontier



<b>Techno Clash</b>		<b>EA</b> <b>E44.99</b>	<b>87</b>
<b>85</b>	Graphics		This original Techno Clash should keep most gamers happy.
<b>80</b>	Sound		
<b>84</b>	Playability		
<b>87</b>	Lastability		
<b>Out Now</b>		<b>☎ 0750 540 412</b>	

# B.O.B

**B.O.B's a cool android with an ear for rock 'n' roll and an eye for the ladies — he's on a blind date and outta this world! Trouble is, passion turns to pain as he crash-lands on a hostile world. Can you get him to the church on time?**

**R**obotic B.O.B was bored — really bored — so when his riches fell flat up with a surprise spring his mind delved into over drive and his wallet plunged into over drive! Experience of de-colouring junky spunk plugs, a nice beer for his right ear nothing was too good for this date.

All the time and expense paid off B.O.B looked hot. His transport however was not — but where was he going? A bit of trouble?

Two days and a helluva lot of grinding later, B.O.B was crossing to his date in his sleek vintage space wagon. He'd been given and instructions to drive carefully and return home earlier than this 11 o'clock. Some topsy air?

Some legal trouble! B.O.B was as precise as a clock but he forgot to look where he was going. The wagon crashed into an asteroid and sent B.O.B spinning toward the orange planet of Oath.

## A scolding B.O.B

B.O.B lit up his head in a test to escape Oath, mean his dream date before the dump site and explains in his cart why the space wagon's been controlled. His a stinkin' car! This is where you come in.

Guide B.O.B around the levels of Oath looking for the stony portals which take you across the planet and eventually to freedom. Each level's packed with platforms, most occupied by alien who don't take kindly to strangers and do their own version of your to robot metal.

Every time you're hit by an alien, fall from a great height or land on something you



shouldn't (the robot level), an enemy bar goes down. Enemy pick-up and I Up items can be found but they're few and far between, so are B.O.B-recharge points.

Don't rely on dashing through levels, hoping to find extra energy — there's a time limit but you should take out anything you come across.

## Remotely interesting

B.O.B isn't in fact as adequate as first but the further you get into the game, the tougher the guys become. Luckily a girl types of pick-up are spread throughout the levels, including a flame thrower (useful) and a time stop cannon.

When you're leaping around Oath, there are situations when ordinary moves and firepower aren't enough. You may need a way to slow your fall, the explosive power of a mean bomb or even a massive jump.

You can do all these things as long as you've picked up the correct remote, and after and selected it, in the menu which like the screen when Oath's activated, the wanted it, you accidentally use a remote, you could be stranded!

## He scores, he scores!

At the end of the first world and at various points in the following, tougher levels, you meet anti-gravity ladders. These guys are like hand-cranked as you're advised to stock up on powerful weapons.

The constant battle against lava, limited energy and nearby aliens means that, sooner or later, you lose all of your lives. There are collected continues and a password system, but you only get a few coins every four levels.

On some levels, B.O.B hops into a space scooter and you fly along avoiding rocks, walls and badies, once again under a time limit. These levels often waste time as you struggle to remember the pattern of obstacles, precise timing is vital.

B.O.B's last bit becomes a real Super character. With no topy, good bats and nipped chains, he's gonna be a big hit with the girls — unless his dad gets to him first.



Always B.O.B seems to end from levels... so why wouldn't he go straight to the court?

A wide array of hardware, but weapons are easily limited.



**WARREN 81%** **Wanted Of Oath? Strain Of Oath?** **But On Oath? No one's quite sure what B.O.B is, or what stand for — but his cart stands for hours of challenging, amusing gameplay.**

The tone is set at the start, when B.O.B peeps over the programming team's logo (Poly Hi Tech Systems), before being regaled by his groovy father. B.O.B could see through space, sing along to the radio — there's a swift alien when he ignores a host sign!

In spite of B.O.B's eye and legs around energetically, his stinking mobility is the game. He communicates via speech bubbles and has a number of sticky victory dances and continually develops from rattling into a pile of dust, his blinking eyes intact, to falling apart in the spot-related arena.

Simply outside the window haven't had as much attention (unless on them) but you'll better sit up straight and watch their every move or you won't get far! B.O.B has a generous variety of weapons and remote units to collect but energy-refills are needed to make use of his arsenal.

My major complaint is the complete lack of instant points. You can be full a screen away from the building, rotating out, lose your last drop of energy and find yourself beamed back to the start. Passwords prevent after frustration and make the 50 levels a major task rather than an impossible one.

If there were occasional instant points I'd give B.O.B a big thumbs-up! But even as it stands, it's an outstanding platform game. On a final around your computer store, search up to the counter and ask for B.O.B!

**PAUL 83%** If you want a regular master, you'll know me and platform games don't mix. I just can't see the thrill of running and jumping around, making

pixel-perfect jumps twice a life limit runs out. So when the bits rained around the office, getting generally excited about the arrival of B.O.B. you can understand my confusion.

So why have I written this column? Because B.O.B.'s brilliant! It's not a one game that's going to change my mind nor platformers, this is it!

Slick-smooth graphics, crystal clear sound and addictive, humorous gameplay are just some of the features. Check out B.O.B.'s expression when various things happen to him. The idea is hardly original but EA have created a top-notch, happening arcade and a great game, to boot.

B.O.B becomes slightly tedious, as you have to play through 10 levels of the same scenery and battles before you reach a new 'world', but the arena combat sections and end-of-level guardians break it up. Take note: B.O.B. is on the loose and he takes his prisoners — but for a converting people into platform, oohhh!



Above: Grounding gives access to many new areas.



One of the hardest levels in the game sees B.O.B. travelling through a volcano. He has to negotiate fiery lava pits and all kinds of fire-breathing badies.



The peak looks slippery but B.O.B. has an iron grip — literally! He can fire his ice gun so that bog-bats watch out.



The alien at the top of the stone peaks is mean indeed. If B.O.B. gets too near, he'll fling across the screen!



A cute B.O.B. tops up his energy at one of the rare recharge beacons.

B.O.B.	
EA	<b>82</b>
E44.99	
<b>82</b> Graphics	A cracking humorous platform game which should appeal to everyone.
<b>78</b> Sound	
<b>85</b> Playability	
<b>83</b> Lastability	
Out Now	0761 540 442

# 100% ALIVE

Pick up someone else's letter

Send your man some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know

Take your rain to Kiva and pull the bank off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty bag and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a retard

Dance the dance electric

Plant a tree

Go for a day without speaking

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Reynolds

Get your nipple pierced

Have a day without TV

Know

Read a page from a book by Charles Dickens

Play football in the street

Ring someone of the same sex

Give £100 to a homeless person

Put your change into a bottle for a year and give it to charity

Make a statement

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Learn something new every day

Help someone today

Throw away your watch

Wear a wig

Laugh

Take a picture of your back

Make everyone at work a cup of tea

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Start at the clouds for a full ten minutes

Buy Marwan Dajani's 'What's going on'

Call someone a secret

Buy something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holidays and don't take any luggage

**TUNE TO 100FM.  
CLOSE YOUR EYES,  
STICK A PIN IN THIS  
PAGE AND DO IT.**

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never get on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to jazz if it's not when

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Dance in the front garden

Show your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Plant your toe-nails

Take your grass to the masses

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Send an afternoon speculation on how to make a million

Help a stranger with their shopping

Write a fairy-tale

Take a picture of your back

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a freemason pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Mentorise a Woody Allen job

Tell the truth for a day

Screen

Put the kettle on

Take up knitting

Listen to Rodigan's rest show, in the park

Photocopy this ad and get someone else to do it

Only fail as much water as you need

Learn a new word every day

Forget someone

Do one thing to make the world a better place to live

Put your name on a scar

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Work at someone ugly

Buy the next record you hear on Niva

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Turn onto Channel 4 tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only fail as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live





# Playing Tips

If you're the sort to sweat and fret over your Mega Drive games, this is the section for you. Every month we bring you the best tips, cheats, players' guides and codes for the latest and greatest games. Don't forget, you can win £100 if you send in an awesome cheat — or you might be really lucky and win one of our cool T-shirts! Whatever you want to win, send your stuff to **PLAYING TIPS, SEGA FORCE MEGA, Impact Magazine, Ludlow, Shropshire SY8 1JW.**

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## playing tips

### Ecco: The Dolphin

To access all the levels, simply type in **RELEASE** on the code screen followed by the appropriate two letters: **aj** (J & A), **g** (G & G), **h** (H & H), **i** (I & I), **k** (K & K), **l** (L & L), **o** (O & O), **r** (R & R), **s** (S & S), **t** (T & T), **u** (U & U), **v** (V & V), **w** (W & W), **x** (X & X), **y** (Y & Y), **z** (Z & Z).

For a selected cheat, simply type in **ME-FLUDD** on the password screen, follow up with the key you want the game at exactly the same point. Thanks! Goodies for all the kids!

## GAME GENIE

If you own the other Mega Drive, you'll find enhancement devices (just Action Replay system) available; here are more codes.

### F22 INTERCEPTOR

CHEAT	MATCH CODE
AAAA AADD	Start with full lives
AAAA AAZE	Start with three lives
WCPA-CCAG	Start with 400 ammo
181T 181Y	Full armor level at start
181T 182A	Maximum fuel

### NHLPA HOCKEY '83

CHEAT	MATCH CODE
288A-CACD	Period choice runs slower
181T 182D	Each period lasts six minutes
181T 182E	Each period lasts 30 minutes
181T 182F	All penalties and one minute
182A 182Y	Unlimited time-outs

### SPLATTERHOUSE 2

182T 182Y	Infra-life level
182T 182B	Instantly
182T 182Y	Infra-life level at start
182A 182A	Start with one life
182A 182B	Start with five lives
182A 182A	Start with nine lives

### WORLD CUP ITALIA '80

AA8T AC9C	Player one starts with one point
AA8T AC9C	Player two starts with one point
AA8T AC9C	Player two starts with one point
AA8T AC9C	Player two starts with one point
AA8T AC9C	Player one starts with one point
AA8T AC9C	Player one starts with one point
AA8T AC9C	Player one starts with one point
AA8T AC9C	Player one starts with one point
AA8T AC9C	Player one starts with one point
AA8T AC9C	Player one starts with one point

And while we're on the subject of this cheat, the Sega master Ed Lonnes has got some level save cheats for Ecco.

When you type in **SHAWDRA**, you're transported to the **Logoon** without an air-fer so you don't have to keep hunting for stuff; if you press **[B]** then **[A]**, you should get a steady rain of the into anything in its path!

## Road Rash 2

That man in the know Ed Lonnes has created a passcode system for **Road Rash 2** to let you set a way to customize your passwords so you can save and start your car with the bits you want and as much money as you'd like need. This may sound complicated, but it isn't: it's easy. Take a password from the game — as I get only **1004-0877**. To change the bits, add or subtract multiples of two to the number of positions 1 or 2 on password and do the opposite to the number of position 5 (ie, if you want four in position 1, subtract four from position 5). To alter the level, add or subtract to



positions 4 and 6 — or, if you're on Level 1, add three and you're instant on Level 4. This type of code doesn't always work.

To get various amounts of money, add or subtract multiples of two to any one of the positions 1, 2, 5 or 4, remembering to do the opposite to the three remaining positions.

And finally, to change the qualified track, add or subtract to position 7 while do the opposite to position 8. The tracks aren't as secondary code, so as with the other code changes remember to get the best result.

## FATAL FURY

Ed Lonnes has found a way to control **Chino Howard** in the '90s world. Just hold down **Left** on the joystick when the character selection screen appears to get the big boss man and all his special moves.

It's also found out how to choose your opponent in a one-player '90s match. All you have to do is hold down button **[C]** on the second controller when the character selection screen appears, then press **Left**. You should be able to choose any opponent, including **Chino Howard**.

Playing with **Fatal Fury**, **Robert Gook** from **Beowulf** is the best boss to use. He's a great attack (plus an extra continue every five hits) and when you're presented with the **Slava** boss, street punks attempt **Up-Right** while holding **[A]**, **[B]** and **[C]**. You can use this as a weakness of nine times and fight any monster as many times as you like, making progress to the ultimate boss with a weapon that matches his!



## Sonic 2

Every month I get loads of letters asking to see new codes that'll lower the cheats. To save your writing, I'm dedicating a regular section to Sonic 2 as you've always got the tips you want. This month it's the level-select and SuperSonic cheat!

### Level-select

Go to the gallery screen and play soundtracks 18, 15, 09 and 17 (you need to listen to them fully). Return to the main screen (with game and option saved) and press **[A]** and **Start** together. If you've done everything correctly, a level-select should appear. You can play every stage, including the planet maps and the final confrontation with Dr Robotnik.

### SuperSonic

Get to the level select screen. At the bottom there's another sound test. Play tracks 04, 01, 02 and 03 and select your level. Sonic should become the blue-tinted 'real' version after the credits (4 rings).

### Granting

To get a reward button in the game, simply press **[A]**, **[B]** and **[C]** together when Sonic jumps. Thanks! James Pennington, Essex

## Dragon's Fury

Type in the code for 555,555 points and 20 (ie, **0000 2000**). And don't forget to add a telephone number if you want to go straight to the last game type the password **555LADDER555**. You score a 555,555,555! Send the ball into the playing field. You gain an extra 500,000 points and the chance to defeat the last section!

## Quackshot

On the final level of the **Island**, you need a mean gesture (throwing his sword around, making the plane fall down around your ears).

When he lifts his sword skywards, he's a plunger at his best. Now for a plunger at whatever level's needed. Last on the plunger. Make your very up to be to avoid the hitting sound. When you, fall to the ground and to the left again. Repeat the above until you defeat him.

## Alien 3

Having a right old howler keeping those who are killed (except at 10)? If all's failings getting you down, who you need a 1000 save! Follow the instructions below and you can skip any level!

First go to the options screen and plug a light into the right hand port. Press **[C]** to toggle. Down **Left**, **[A]** Right and Down. You hear a sound in the chest a moment. Plug the light back into the exact port and start the game!

When you want to quit a level, simply pause the game and press **[C]**, **[A]** and **[B]** in that order. Unpause the game and you should be taken to the next level!

# NHLPA Hockey '93

The best teams to start with are New York, Montreal and Chicago. The best to play and win are Montreal, Quebec and Chicago.

**Passing:** Only pass when there is an unmarked man in a good area — the computer's very good at intercepting poor passes. Try to pass to someone making a run for the opponent's net.

**Outstaying:** Always use the [C] button on an outsider with a shot. There is no point using

it when you're being the other way. Only use the [R] button when an outsider's about to pass to you. Try and steal the puck off him.

**Scoring:** Always shoot using the D-pad. Use the right or left pad to score some corner goals near the blue line in front of goal. Near the net, aim the D pad in any direction and tap [C].

Try holding at the top or tapping [C] when aiming for the goal just in front of the halfway line. Another option is to tap up to the

## ACTION REPLAY

We have you a selection of codes that you might want to know the steps at **Duke's**, although Andrew Scott is actually a member for the Dungeons & Dragons codes.

### DUNGEONS & DRAGONS

- FF712C00FF** — Gives you £200,000  
**FF71403014** — Gives top character eleven-thirteen experience points but you must have one light for each  
**FF915A0037** — Cure Light Wounds scroll  
**FFB18A0033** — Cure Serious Wounds scroll  
**FF919A0005** — Cause Light Wounds scroll  
**FF919A0009** — Cause Critical Wounds scroll  
**FF919A000C** — Daze! Magic scroll  
**FF919A0007** — Light scroll  
**FF919A0010** — Darkness scroll  
**FF919A0013** — Confused Dark scroll  
**FF919A0018** — Air magic Shell scroll  
**FF919A0019** — Raise Cold scroll  
**FF919A001F** — Giant Trap scroll  
**FF919A001F** — Airless Dead scroll  
**FF919A0029** — Create Water scroll  
**FF919A002F** — Daze! Spell scroll  
**FF919A0029** — Slide To Safety scroll  
**FF919A002B** — Hold Poison scroll  
**FF919A002C** — Heal Magic scroll  
**FF919A002F** — Strange scroll  
**FF919A0030** — Evolve scroll  
**FF919A0030** — Mercy Image scroll  
**FF919A0033** — Primal scroll  
**FF919A0036** — Snow scroll  
**FF919A0039** — Protection From Magic scroll  
**FF919A003C** — Ice Storm scroll  
**FF919A003F** — Forks Mind scroll  
**FF919A0040** — Wall Of Stone scroll  
**FF919A0043** — Stone To Flesh scroll  
**FF919A0048** — None  
**FF919A0049** — +1 Stoppers  
**FF919A004C** — Magma  
**FF919A004F** — +1 Sleep  
**FF919A0050** — +1 Stages  
**FF919A0053** — +2 Stages  
**FF919A0050** — +1 Swords + no 3 anchored  
**FF919A0059** — +1 Swords + no 3 anchored  
**FF919A005C** — None

- FF919A005F** — Control  
**FF919A0060** — +1 Spells  
**FF919A0063** — War Hammer  
**FF919A0065** — +1 W or F attributes  
**FF919A0069** — +1 Weapon Attributes  
**FF919A006C** — Charm  
**FF919A006F** — +3 Charm  
**FF919A0070** — Plate Mail  
**FF919A0073** — +3 Charm  
**FF919A0076** — +3 Stills  
**FF919A0079** — Ring of Protection  
**FF919A007C** — Ring of Water Walking  
**FF919A007F** — Cloak of Invis.  
**FF919A0080** — Duras of Pain  
**FF919A0083** — Horns of Blasting  
**FF919A0086** — Phoenix of Interest  
**FF919A0089** — Protean of Great Strength  
**FF919A008C** — Protection From Magic scroll  
**FF919A008F** — Protection From Unholy scroll  
**FF919A0092** — Wizard of Frost  
**FF919A0095** — +3 Stills  
**FF919A0098** — Ring of Fire Resistance  
**FF919A009B** — Ring of Regen. scroll  
**FF919A009E** — Ring of Spell Turning  
**FF919A00A0** — Wands of Magic Resistance  
**FF919A00A3** — Wands of Lightning  
**FF919A00A6** — Wands of Paralysis  
**FF919A00A9** — Wands of True Seeing  
**FF919A00AC** — Wands of Negation  
**FF919A00AF** — Wands of Solid Doors  
**FF919A00B0** — All of the above codes are infinite while enabled

### FLASHBACK

**FF00C70005** infinite shield

### MEGA-LO-MANIA

**FF150F0000** infinite mon for every island

### TNMT Hyperstone Heist

- FFC03B0004** infinite lives for player one  
**FFC03B0004** infinite lives for player two  
**FFC03B0005** Unlimited life for player one  
**FFC03B0005** Unlimited life for player two

### Check Back

Enter a code when the opponent's playing [A], [B], [Stick], [Ball] [X], [Ball], [Stick], [Ball], [X], [Ball], [Stick], [Ball], [X] if the character's colored correctly.  
**Check** When you want to use the shield, press [Start] and use the D-pad to select a level.

### Earnest

**Earnest**  
**Earnest**  
 To get a level without, please the game and press [A], [B], [Stick], [Ball], [X], [Ball], [Stick], [Ball], [X] if the character's colored correctly.  
**Start** When you start on the next level.

### Assault Suit

**Assault Suit**  
**Lynne**  
 What a hilarious game title. Anyway, for invisibility, press [Start] on a level you wish playing.

leaper and press [R]. You can either use the leaper or shield, but not both in the released.

**Fighting:** The computer puts up a hard fight like the technique. First, move your player back when your opponent swings. Move forward and hit the other guy (press [C]).

**Player:** If one of your players gets locked out of a fight or the computer arrests another to take his place. Sometimes, the computer makes a double team. You can make this.

Pause the game and go to the left line screen. Press [C]. You'll see the leader on your team. Go to the player, the computer arrested and press [C]. You should have a lot of other players.

Go through them all checking speed and shooting ability. When you find the best one press [C]. Press [C] again on the C button. You return to the game with a better player.

### Cvander Holyfield Boxing

Control START MEN CAREER and type in 'The Boxer'. Use your Start. A green man with two hair should appear (sounds like an GAF Hair). You now see all lights (press your a top player) because you have full power (minus speed and defense).

Try to use hooks and upstrokes because these are the easiest to perform and take away the most energy. Try to build up power and speed when you're something.

If your opponent keeps moving away after his energy's low, push [A], [B] and [C] together and he comes forward. Hit to knock him out in the mouth when he does this, because you're unable to move.

When selecting an opponent, choose the highest ranked boxer you can fight so you get hard money.

## Smash TV

1. Don't rush around the screen, your weapons are more effective when you stand still.
2. Never get yourself at risk for the sake of someone else.
3. Taking the shortest route isn't always advisable. If you're low on lives, try a bit to the bonus room.

### Level 1: Mutoid Man

Shoot his left arm but then go for the right. How many on either side? Shoot the head. Don't be tempted to shoot his face directly in front or behind, it'll be too dramatic.

### Level 2: Scar Face

This dude is the hardest. The only way to kill him is to load every single segment of his shell until only a outer remains. The bottom segments are difficult to shoot, so be extra careful. It pays to keep moving at all times so the missiles he fires are easily avoided. If a missile then appears, go for it.

### Level 3: The final dude

Shoot a Mutoid Man. Use the same process to destroy him and complete the game!

# Mega-lo-Mania

## player's guide

Having trouble with *Mega-lo-Mania*? Can't get off the first few Epochs? Help is at hand. Scott Hawkes from Swanscombe in Kent has sent an island-by-island guide for the first three Epochs, as well as a host of general tips.

**F**irstly choose Sector — we don't know why, but this sector is the best for the first Epoch. Secondly, in these first three Epochs, one of men available when designing a weapon.



### Epoch 1: Aloha

1. Get passage of time to fast (but keep submarine in, otherwise you won't have time to reach when you're attacked)
2. Start with ten men and send them all to design the best weapon.
3. Wait until you have 15 men.
4. Design odd weapons and position four in tower units.
5. Wait until you have 20 men.
6. Design catapult and missile (30 men).

The reason for designing both weapons is that if you're attacked early your men are sorted into units and your opponents will be annoyed.

3. Send all your men into attack with one unit.

#### Beetle

Basically the same rules apply as with other spots from the first job you need



to design attacking weapons.

Again, start with ten men. If for some reason your opponent chooses the other watch out the Mega Drive and wait again. This may seem a little tedious but it's worth it.

You're going to need as many men as possible in the later Epochs. Don't worry if your opponents start building towers everywhere — an army of 30 men with catapults is a match for any armed boat!

#### Clie

The reason for starting here is that the fastest needed to design a plot is readily available, thus there's no need for waiting and you can go in for a quick kill with a much stronger weapon.

Start with 10 men and try to form an alliance. Heed your opponent's attack.



instead of two is obviously much easier to cope with. Wait until you have 10-15 men then shoot all over the island, wiping out everything in sight. Extremely satisfying!

Password: **COLAJOWWF** (165 men)

### Epoch 2: Dracula

Start in mind everything you've learnt from the first Epoch. Start with 14 men.

1. Designable with one man.
2. Try not to fly.
3. Wait until you have about 20 men then wipe out the opposition.



This island is very much a case of hot and cold — if you get over-run early and things look bleak simply cut and head to the first password.

#### Beetle

1. Design (reply).
2. Send four men away.
3. Design plot with the one of your men.
4. Wait until you have 40 men.
5. Send ten men to join the others.



8. When you have about ten plots, send all your men into battle with plots and catapults. You should have no problem wiping out the opposition.

#### Formica

1. Design plot.
2. Ally with anyone — EARLY!
3. Build up your men. Always send all you men to defend your town.
4. When your opponents are fighting each other design a number one attack and lose and allow. Aim your tower units.
5. By now one of the plots will be about half up 10 men then destroy the other one.

Password: **FREAGQHFF** (214 men)



### Epoch 3: Gazra

1. Design plot.
2. Continually try to ally with Oberton. He attacks early with a huge army and can pull 100 percent.
3. Wait until you have about 40 men (always defending with all of them) and attack Oberton.
4. If you feel that your army is too weak to go through the island in one hit, make sure you go back to your base and multiply!
5. A general rule is that 50 units with plots will destroy any tower in the island. Less than 30 and you're taking a risk.

#### Merle

The principle here is the same as with



Gazra. Start with 10 men in either sector design a plot, ally back up forces, defend yourself then attack with 40-50 men.

Beware! You're continually attacked on this island — otherwise you're out!

#### Beet

This island is very similar to Beetle. Start with 10 men and use the same system as the other islands on this Epoch. Password: **ELBEGOWWF** (207 men)

## General Tips

1. Be very frugal with your men — you only get a limited set of spots. Reserve them for when you get to Epsilon seven and more you need every man you can to get back on to your basecamp — stand ready to go back and do it with your men.
2. Search online for elements that can be gathered and not mined. This saves a lot of mining time and leaves more men to dig.
3. Don't design anything too complex as it takes ages to complete. It's not worth designing a cannon when you're at 1000 AD and only have 50 men!
4. Don't spread your armies too thin. You're only to be wiped out, it's better to have a strong army in one sector.
5. Always attack your opponents strongest defenses first.
6. Design an attacking weapon first, then a shield.
7. When dealing with 1-3 goals, always try to ally for a bonus resource.
8. When mining, send as many men as possible to you have the widest range of elements and designs available then put most of them out into the design lab.
9. Check the elements of complex designs if they are too much of a pain, use standard icons if you can and redesign the

weapon — if you have time.

10. If you have 2000 men, don't go there at all. Designing the flag at that point when a dozen miles has already risen that you can send the waves to build a base.
11. Another reason to build back men from mining, designing and factory work is that for example 30 soldiers can't mine 30 elements.
12. Try to keep at least two to ten men at your main pool to reproduce. (Just a stone of them — 1000000)
13. Keep a close eye on all of your towers. There's nothing more pleasing than having an unmined, heavily-positioned tower destroyed.
14. Keep an eye on your opponent's towers. If you has men in the lower levels, it's usually a good sign he's getting too strong to combat.
15. Whenever possible, design nukes. They take time but it's very satisfying seeing an opponent's high-tech level obliterated in one stroke. Watch who you launch them at, spreading some designing into their getting, although by its time, it's not so fast, the best tactic is to mount deterrents on your base that evaluate having a useful body trip.
16. Form Spook an element, it's essential to choose the correct starting sector. Some are completely barren of useful elements.
17. You'll use more and more men per second, hence saving them earlier on is important or you come unprepared and waste valuable time building.
18. Remember you can't build in a sector until you're in an adjacent one. Get as many men into suspended animation as possible.
19. Be economical. Don't design a weapon you don't need to win some of enemies.



## Mining

It's safe to say mining isn't your best bet. As the elements are spread out over the map, however as the game progresses, as you experience supply shortages in your overloads, the costs of more men increases.

In the short term, the best method is to allocate more men to the mines, but the areas drain resources in other departments. So do nothing, let the game take care of the people around your base reproducing. The higher the game speed, the more that you'll have in a shorter period of time.

An obvious but essential point is to ensure you're only mining what you need.



## Inventions

Whenever the Spook and island a top priority is to create defensive and offensive objects. These are essential to establishing yourself, the computer often attacks with attacks to test your



defenses in the early stages of each goal.

However, an idea (Spook) is that higher tech levels, you'll discover you can't launch objects straight away. Set men mining so your defenses have the elements they need for their latest creation.

All certain points, certain elements will be rewarded. As a result, inventions requiring this element can't be created until they're stopped and redesigned to use readily available materials.

Don't bother with objects you no longer need — there's little point redesigning the ones when you can be working on nuclear missiles!

## Objects

Throughout the game, you'll create an inventory of functions. You split to fly, flying sensors. Try to place better weaponry than your opponents — capabilities against their spots and so on. This

equipment and technology, which is used.

Recently, always have, always should to speed buildings. There's no point mining and a building, while when a little after earlier would've passed you.

## Battles

As a rule, it's best to use all armed individuals during combat, as weights in numbers will multiply back to more satisfactory results. Remember to return them to a lower after battles, otherwise they won't reproduce.

When using nukes, remove any bases you have in the target sector — or they'll be captured and so clearly as your opposition.

When you destroy all opponent's towers, a console is left any of their forces still wandering around the map. If you see it, they're likely to build another or quite feel you're back in touch on.



## Buildings

Like to see more buildings, like this then? Then look to all, take and defend to your men and, but you can be destroyed during attacks. Carefully, it's best to build all necessary structures once you've entered a sector.

## Nuclear Wars

When building your opposition, the idea of building your cities are people, defense and... Winning a team a medal or nothing, launch before they do and launch on them as soon as your inventors have made the button.

In this situation, no nothing but create mines and make defenses in your base or make an attempt. It's easy to accidentally blow up your own base, making the area uninhabitable to all opponents, so be very, very careful.

## Level codes:

- Level 1: P8000C0F78
- Level 2: 00L47Y0V44K
- Level 3: AT48F020842
- Level 4: 08AC1200070
- Level 5: 000804070
- Level 6: 000804070
- Level 7: 000804070
- Level 8: 000804070
- Level 9: 000804070
- Level 10: 000804070

Master of Battles: CPT00LLTUM.

# Cyborg Justice

## player's guide

If you don't know your upper-cuts from your torso-tactics, grab a couple of tinies and make sure you've got hell in hour to spare. Sit back, read this guide to *Cyborg Justice*, then smack the game on and kick Andromeda butt!

If you're ever going to get through *Cyborg Justice* in one piece, you've got to know all the moves and how to use them effectively. It's no good looking to one move as a savior or later a computer cyborg gets weak before you can say "Mind my envelope

your head's been knocked off and every-thing's gone dark.

Here's what takes you through the moves all cyborgs possess (describing how and when to use them and the amount of damage attack moves inflict). Over the page, the body parts are analyzed.

## Evasive moves

These are bog-standard dodging abilities which must be mastered before picking a fight.



### Block

Press and hold the [C] button to stop one move. When hurting, you can't block instead of flinch.



### Jump

Press [C] and the direction you're facing for a running jump or just [up] and [C] for a standing one.



### Crouch

Hold down button [C] and bring down on the joystick to squish those metal limbs into a crouch position.



### Backward Somersault

When in a Crouch position move in the opposite direction to the one you're facing and press [C]. Simply press [C] for an upright somersault.

## Punches

Your cyborg's equipped with more punches than a dentist's waiting room! You don't need to be a boxer to master them, just follow our guide.



### Jab

If you want to hit from a distance, let's hit you (press button [B] three or six times when you're in front of a cyborg).  
Damage: LIGHT



### Low Punch

In the crouch position, keep pressing down on the pad and press [B].  
Damage: LIGHT — from opponent's side, three hits.



### Electrocute

Hold down [A] and B to attract your foe, facing when you're about arm's length from your opponent.

Damage: MEDIUM — stuns opponent for a short time.



### Head Smash

Hold down button [A] and press down on the [C] pad.  
Damage: LIGHT — stuns your opponent under one hit.



### Mid Punch

Press [B] on the joystick.  
Damage: LIGHT — hit stuns opponent after three consecutive hits.



### Upper Cut

Press down [A] and press up on the joystick.  
Damage: MEDIUM — attracts your opponent, stuns back so he can't immediately retaliate.

# Those extra-special moves

Punches and kicks are all well and good, but if you want to cause serious damage, take a look at these amazing cyborg-stealing moves.



## Flying Shoulder Charge

Press and hold down [A] to charge your opponent. **Damage:** MEDIUM — knocks opposing cyborgs to the floor.

## Waist Latch

Jump toward an opponent and wait until he or she presses Down and [C] together. If you've timed the jump right, you should land on your opponent's body and whisk him with both feet. This bumps your energy up while knocking the other

off. **WARNING!** Get the move wrong and you'll be flat — losing a third of your energy in the process. **Damage:** HEAVY — restores your energy at the same time.



## Arm Grab

Get close to your opponent (to prevent it, you must fire it first), press Back and [A] at the same time — you should rip their arm off. **How to use:** [A] to replace your own with theirs, [C] to throw the arm at the enemy, damaging them, or [C] if you want to drop the arm.



## Torso Tearer

If you've ripped it off him, an enemy will do the same move again. Press [Back] and [A] when it does a red pop up on the enemy's torso, killing them in the process. **How to use:** [A] to steal the energy left in the torso, [B] to throw it, or [C] to drop the torso. **Damage:** TERRIBLE.



## Pick Up Enemy

When you're very close to an opponent, get into the Crouch position. Keep your fingers on the [Up] and [C] then swipe the [Up] out from the Crouch (press it in the direction you're facing) or Down (press it in the direction you're facing). You should hold the enemy above your head. **How to use:**

[A] to bump him or her into a break or an arm. **Damage:** MEDIUM. [B] to throw him across the floor. **Damage:** HEAVY. or [C] to put him down — used when you grab an enemy equipped with heavy legs, as these can't be broken and cause a lot of damage.

## Low Charge

One of the simplest moves is an "Energy Jabber" which is a Crouch press and hold the direction you're facing then press [C]. **Damage:** HEAVY.

## Rebuild Enemy

Why would you want to do that? You can't because every time you rebuild an enemy, you can suck extra energy off them! And in a two-player game, you can't revive a dead buddy.

To rebuild a cyborg, give a dead body a minute or so to regenerate the parts from the mass body below over the parts and press [C] and Down. **Warning:** [C] puts Forward on the [Up] pad. You should pick up the enemy's torso and don't let it sink into its legs.



## Pick Up Body Parts

Use this to collect parts which have been detached from the mechs. It's best if you've used the Torso Tearer and are left with a pair of legs; if you've ripped off a cyborg's arm and want to pick up his weapon, use the Pick Up Enemy move. Hold down [C] and Down, press Forward on the [Up] pad. **How to use:** [A] to equip the arm/leg, [B] to throw them, or [C] to put the arms/legs down.

## General tips

- 1 Use Low Charge as much as possible — in the earlier levels it kills most cyborgs immediately.
- 2 All the legs on offer have their benefits, but for the first level, get a prosthetic pair. These legs allow you to help death go with ease, while others require precise jumps.
- 3 The first end of level/level 1 is a dead-end — get it done, rip his arm off and equip yourself with it — but from Level 2 onwards, be best to keep your distance

- and use a Laser. If you get close, the chances are he'll rip your arm off — slowly, following you first!
- 4 Use the extra parts to your advantage. When a cyborg's dead, don't let him see the worst latch to get as much energy as possible. Instead, he'll stand next and rip his arm and torso off. This bumps up your Quality rating.
- 5 To take out all of the cyborgs on the first level, wait until they take off, get a Laser, head and use the Crouch position. This is guaranteed to create some pain out of all enemies.



## Body parts

When you've got all the moves down to a fine art, decide which body parts are best for you.

With a few more experiments with all the different parts, but some that I won't be mentioning in this issue, I came up with the following. All weapons are operated in the same manner by the regular (or modified) use of the D-pad and the buttons.



### Fire Spray

Well, well, and what again! Redoubtably why range and you'll get more heat than a Coke gas stove. So, really, the element should much damage. It is a possible the weakest weapons. It does encompass but what's even! everything else they?



### Crusher Hand

When you extend one of D-pad directions to make the Crusher amount on its lower. It's especially useful for landing off cyborg, since if you're ready, you can crush off both of your opponents, who will take a hit.



### Special Weapon

Did you know you can pull the bear one off and off-hand guns? That's right. That weapons look like normal laser but sometimes they're more powerful like a laser. Though these cyborgs have a really hard of seeing you, you'll off — obviously followed by your own!



### Crouch

Did you know you can use your special weapon when in the Crouch position? And since most enemies duck when you whip your weapon out, this move comes in very handy.

If you have to do it Crouch, then you freeze on the floor (double) and double press (A) so automatically results. It works well for projectile weapons and you can see other cyborgs go "pew-pew off" before you hit.



### Laser Hand

Now this move is like it. This actually makes early opponents and helps to see as you get further into the game. The only problem is it's a bit slow to perform so make sure you're in well out of range of any attacks before you use it.



### Normal Hand

This feels like your big standard. It's like the old packs a little punch — well, couple of punches, actually. When you operate it, your fist extends from the body. Move hand down, the direction you're facing and the fist punches away at anything in its path. It doesn't cause a lot of damage, but it's a good option in no time.



### Lunch Hand

When you look about this one when you operate it, your hand like off your arm. It comes with an opponent. They're usually set of meat — but then you've got to push your hand back so before it explodes. If you don't, you've got to put a hand off another cyborg which is okay because it leaves you open to the old Turbo Taster and Game Day.



### Saw Hand

The circular saw weapon does the same as the Crusher but does a better job of removing limbs.

## Kicks



### Standing High Kick

When in the back position, keep (A) to perform a standing high kick. Press (A) for a kick. Damage: LIGHT.



### Flying Kick

When you're jumping, press (B) to kick. Right to perform a flying kick. Press a standing jump, press (B) for a kick. Damage: LIGHT.



### Kick

Hold down (A) and press Back on the joystick. Damage: MEDIUM — kicks the opponent back.



### Low Kick

When in the crouch position, keep pressing down on the D-pad and press button (A). Damage: MEDIUM.



# Flashback

Expert arcade adventurers will be nearing the end of this superlative cart by now, but tasks become highly complex and challenging as you enter the home straight. Lee Dransfield from Oldham saves the day with a guide to the last two levels.

**G**o right and hit the first alien (the second way it is to keep low and safe). Walk up and right to hit the next. Continue right and address the switch to open the door or you left. Go back to the start and right till you reach the open door. Bavel or the lift and go down.



Head left and down, avoid the laser device and climb again where you meet these aliens. Throw your transporter receiver to the bottom and lift them down there. Pick up your transporter and go right, pick up the stone like head lift. Hit under the wall and place your stone on the second pressure pad. This opens the door above.

Go through the door then climb up and activate the switches at the top and shoot at the next door to open it. Go to the switch and activate it. The door above opens and an alien comes through killing your companion but the alien and pick up the stone charge from your blasted mate.



## Through the trap door

Hit through to the next section and immediately start to climb. Pick up the battery and climb again. Throw the battery down the hole for a quick get away.



Activate it and you appear at a ledge. Throw the transporter to the other ledge. Bavel yourself and kill the alien. Close the door, which opens the trap door. Go down. Head right and recharge your stone. Kill the alien and throw your transporter down the hole. Activate it and light the alien so you can go up again.

Climb down, through the door and down again to bed alien. Blast em then climb down and head left. Save the game, go left and up the wall avoiding the falling bombs. Go through the door over the pressure pads. Kill the guards and head right. Pick up the key (use right) and stand under the transporter. Head right and back into the lift.

Go up and when the lift stops, throw your transporter past the alien and activate it. Kill the alien, head right till you reach the lock, use your key, jump over and save the game.

## Under pressure, up the lift

Jump back over the rail and jump into the ledge. Use the lift and light the stone, go left and right — send the bombs jump to the platform and go to the lift. Go up, use the switch to stop the car, run up and left till you reach a hole with a guard and switch.

Leave your transporter on the ground

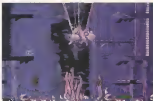


Climb down and activate the switch, then quickly use your transporter to get back up. You may need to recharge your shield to go left and down on the lift. Go down and hit right to recharge.

Head back up and right, jump over the hole and right, drop down and jump over to the pressure pad. Carefully climb down and left go. Climb the next ledge down down, go left and light the two aliens.

Pick up the key, go through the door into the other key to open the trap door and climb onto the lift. Make your way to the top and right through the door. Save the game.

Head right — watch for the timing on the keys — and go down on the lift. Use your key and go through the door. Drop down, blast the guard then down again and up on the lift to blow up the mines. Throw your transporter down the hole and activate it.



Well that's the end of Flashback... and the tips section! Keep your playing guides, tips, cheats, maps and codes coming in — that £100 prize for the best cash leave could come in handy.

First take care of the alien that the beam which controls the laser. Step over to the left as far as possible and throw your transporter down the hole.

## The tricky lift...

Head left, back to the save point — use it and continue left. When you get to the big hole, jump into the ledge, go up and to the left. Recharge the door, go up on the lift and hit the key when on the big lift. Save the game.

And now for the tricky lift. Get your transporter ready and go through the door. Place it safely under the first ledge and run back out, towards the lift. Three aliens follow you, so when you see them, activate your transporter. Back to the room, pick up the transporter, climb onto the ledge and you stand on a pressure pad which closes the door before they can get back in.

Now shoot the alien from the left that get down and shoot him the right. Switch sides until you hear a door open, then head down and right, through the doors. Activate the lift and go up (into the barbed).

Go left, down over to the lift and up. Take the mine off the pressure pad and a guard appears. Go down and kill him to get the door key. Go through and down on the lift. Head right, taking the alien on the way and you reach some keys.

Throw your transporter through and support on the other side. Walk past the switch and a charging appears. Place the stone charge there, hit on the switch and throw your transporter back through the keys.

Activate it and run to the stop, you may have saved yourself but you're not quite home yet!

## CHEATS/TIPS/CHEATS

- 0891 318 400.....Information Helpline  
0891 318 401.....Golden Oldies Cheats Hints & Tips  
0891 318 402.....Problem Line (Phone In Your Problems)  
0891 318 403.....Desert Strike  
0891 318 404.....Streets Of Rage 2 & 1 Cheats & Tips  
0891 318 405.....Sonic 2 & 1  
0891 318 406.....Quackshot  
0891 318 407.....New Release Cheats  
0891 318 408.....Megadrive Cheats & Tips  
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# SEGA FORCE MEGA

# Cart Charts

If you're unsure which cart to buy this month, take a look at what other gamers have purchased over the past four weeks. This is our up-to-date UK Mega Drive chart, compiled from cart sales in Virgin Megastores countrywide. For an insight into what's going to be big in this country later in the year, take a look below at our American and Japanese charts. And for coin-op breaks, there's the lowdown on what you should be playing at your local arcade. Aren't we good to you?

Our makers in Europe Land, UK Gold, have something to celebrate. Their toady son Super Kick Off remains at the Number One spot for a second month. Surprisingly no sign of Flashback yet! That strategy (visual) game, also, The Dolphin does three places to take the runners-up position, while PGA Tour Golf 2

tells a natch to number three. With the forthcoming release of Jungle Strike, it's its predecessor Desert Strike has crested. It continues to climb, taking a breath in the north at number five. Another Electronic Arts title, Bulls vs Blazers, holds firm at number eight. Accolade's new, multi-event sports sim, Summer

Challenge, makes a good start — straight in at number ten (see our review on page 44). A quick word about the rest of the chart: Sega's Fatal Fury, sore in last month, falls from five to four. Street Rash 2 is still sitting at number six, the Lemmings crowd up a couple of notches and Streets of Rage 2 has a natch to die.

## UK Mega Drive Top Ten

- 1 SUPER KICK OFF US Gold
- 2 ECCO: THE DOLPHIN Sega
- 3 PGA TOUR GOLF 2 EA
- 4 FATAL FURY Sega
- 5 DESERT STRIKE EA
- 6 ROAD RASH 2 EA
- 7 LEMMINGS Sega
- 8 BULLS VS BLAZERS EA
- 9 STREETS OF RAGE II Sega
- 10 ME SUMMER CHALLENGE Accolade

## USA Charts

What is it with sports games in America? Half of the entries this month have a sports theme. Thank Heaven for Jaws, straight in at Number One.

- 1 X-MEN Sega
- 2 BULLS VS BLAZERS EA
- 3 TONY LA RUSSA BASEBALL EA
- 4 MLB BASEBALL '95 Tengen
- 5 HARBALL 3 Accolade
- 6 FATAL FURY Tekara
- 7 FLASHBACK US Gold
- 8 COOL SPOT Virgin
- 9 ROAD RASH 2 EA
- 10 PGA TOUR GOLF 2 EA

## Japanese Charts

A game featuring little Mike of jelly feeds the Numbers One slot in the Land of the Rising Sun. That not least, Jerry's Fatal Fury, is hot as its heels.

- 1 PUYO PUYO Sega
- 2 FATAL FURY Sega
- 3 STREETS OF RAGE II Sega
- 4 SPLATTERHOUSE 3 Namco
- 5 SONIC 2 Sega
- 6 RISE OF THE DRAGON Sega
- 7 J. STRIKER FOOTBALL Sega
- 8 ANNETTE AGAIN Workteam
- 9 BALL JACKS Sega
- 10 SWITCH Sega

## Arcade Charts

Not much movement as far as arcade games go this month. Capcom's Double and Shogun still hold the top spot, after four weeks' release.

- 1 CASS & DINOSAURS Capcom
- 2 WORLD HEROES 2 SNK
- 3 BLOCK BLOCK Capcom
- 4 ZERO TEAM Seibu
- 5 GRIND STOMPER Tengen
- 6 IN THE HUNT Irem
- 7 WARTH Capcom
- 8 JUMP KING Corana
- 9 FIGHTER'S HISTORY Data East
- 10 PREMIER SOCCER Namco

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# G

## FORCE

September 1993

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G-FORCE



competition

# Sports Gear



## WIN OVER £100 WORTH OF SPORTING GAME GEAR CARTS FROM **GILSGOLD**

Is your Game Gear looking tired and old? Show it into shape with this fabulous selection of four US Gold Sports carts, all the Ten card material. First of the exciting blocks is Olympic Gold, the official video game for the 1992 Summer Olympics. Complete its seven sporting events: 100m sprint, hammer-throwing, archery, 100m hurdles, pole vault, sprintboard diving and freestyle swimming. There's a practice option and three levels of competition. With great graphics and a real competitive feel, Olympic Gold's the best hand-held sports game around.

Race Kart GP is an absolute classic. Combining all the events and features of a real formula race, you can play in a single lap or longer circuits and even race to the dizzy heights of international level. A step-by-step array of options allow you to change the pits, teams, players and so. If you're a football fan, you'll be crazy NOT to get Game Gear Super Kick Off.

You need your wife and child to play Golfing Europe. As funny as it sounds,

Europe Karts, race across Europe (a land-stitch away) to recover a set of six secret documents stolen along with your Ferrari F1-01. This isn't so holiday as you zoom across England, France, Spain, Italy, Austria and Germany on a motorbike and jet-ski, then take control of a speedboat, Porsche and Ferrari. A nice variety in gameplay, speed and plenty of action make Outdoor Europe a winner of a cart.

### Time for tea

Highly more subtle but just as competitive is US World Class Championship Play at its Andrews (or Great Country Club, Supreme Court or The Oquirrh). Was it to look like a real experience fit in the world's top class courses, negotiating the rough, bunkers, trees and more.

Choose your club, practice your shot and keep an eye on wind speed and direction, there's difficulty levels, game statistics, overhead views of each hole and complete access to the World Class Laserfloort in essential 80 games for any gaming buff's collection.

Sprintboard diving is Olympic Gold. Possibly the toughest of the seven events. The player's a real challenge.

Click around the globe to explore Europe. Design reality. Rents and Autopilot. As slow as a turtle and furious.

**All you have to do to win the carts is answer the following:**

1. In which city would you find US Golf?
  - a. London
  - b. Birmingham
  - c. Glasgow
2. Which city hosted the 1992 Olympic Games?
  - a. Geneva
  - b. Los Angeles
  - c. Barcelona
3. Football is home to which of these golf courses?
  - a. The Bally
  - b. St Andrews
  - c. Pebble Beach

As the answers come in a postcard or the back of a newspaper clipping, along with our name and address. The first entry out of the hat or 50 correct answers the win, a US Gold football cart, please. There's a body

and poster for the coverage. Send your entry to: US Gold Sports Cart, Inland Magazine, Ludlow, Shropshire SY7 1JF

Please state on your entry if you do not wish to receive promotional material from other companies.



# News & Previews

In this month's G-FORCE we've news on forthcoming UK titles, what's hot 'over the pond' in the USA — including a new GG-only Sonic game — and the latest gizmos for your machine. Plus previews of *James Bond* and *Desert Strike* and a review of *World Cup Soccer*.



## Surf mania

Surf 'N' Turf is a title that's set to release in the States this summer. Sega have the rights to produce a game which recaptures the movie's spirit of ruthless efforts, physical power and sun, sea and surf. Johnny McCloud wants the Pacific Islands to claim the throne of his novel storyline — but the real Colonel Croft is still after the real life

John Warner Simpson in his quest to recover the globe. *Surf 'N' Turf* vs *The World Is Not an Game* cheer around July/August time from Australia.

## Coming to the small screen...

Sega have a great selection of new Game Gear titles for the remainder of the year, many announced at the Chicago CGE show.

Here's a list of forthcoming Sega-produced handheld games. The majority don't have an official UK release date or price yet but have a date at the American date. Expect UK releases a couple of months later or they'll turn to G-FORCE for official dates.

Deep Dark Trouble	December
Loon: The Dolphin	October
Justice Park	August
USA: Team Robinson	November
NFL Joe Blanton	November
Run and Stray	November
Snack Chain	November
Streets of Rage II	July
Surf Kings	August
World Series Baseball	August
X-Men	December

## Out for a Duck

It may take a while to get an addictive, long-played adventure before the end of the year. *Deep Duck Trouble* seems destined for it in the starting role.

While on a family treasure hunt, Uncle Scrooge finds a magical pendant from an ancient tribe. Now he's setting out to find the 'lost' and 'the perfect' island to break the curse and stop his leeching uncle. *Deep Duck Trouble* around the world in an effort to restore his fortune.

His adventure takes him through jungles, valleys and rivers to the Lost Island and its mysterious tribes. Donald seems more than ready. Scrooge's story is full of traps, traps and other items.

*Deep Duck Trouble's* out in the States at the end of the summer, but let you know when a UK release date looks likely.



## Chaotic times ahead for Sonic

Handheld owners are in for a treat — there's a new game starring Sonic and Tails, courtesy of the Game Gear. *Sonic Chase* continues the adventures of the spiky magister and his buddy as they battle Robotnik, who's up to his neck again. This time he's stolen a rare red Chaos Emerald. Sonic and Tails must foil the egghead's plan to harness its power.

The egghead has a double mission: they must not just foil the meddling scientist but get back Tails from behind the red stone from Robotnik's HQ.

There are two ways to play *Sonic Chase* now along as the true bombastic as you Tails' wish to get airborne and arena runs. Expect a host of new zones and Sonic's silent eyes — look ahead and a page later.

*Sonic Chase* makes American shores in November. It's hope those simultaneous worldwide releases (is it Sonic?) as UK gamers won't have to wait for Sonic to play the game like our Chicago buddies.



## Our new box of tricks

The first G-FORCE started a considerable number of Game Gear owners. What better we've received your heartfelt mails than I believe the quality of our Game Gear accessories.

You're using Master System screens, *James Bond* from Lasercom. You can also do much closer than those in other magazines (are you deep to them?) around *Great Britain* of *Rock-on-Trip*.

Well, Dave, we're most definitely not missing the 100 study. What we are doing is a rilly 100 device that plugs into a modified Game Gear and connects directly to your screen capturing system.

The images we get are sharper and a hell of

a lot more colourful — ours are the best 60 screenshots around. That's G-FORCE to come up with the goods!



We share Game Gear screenshots! We mean, with greater picture clarity than any other magazine!



## Gore on Gear

The Game Gear version of *Monte Kombar* is raring to go, and those worried the graphics may suffer on the small screen can stop fretting. In its early stages of production, it was slated for *Ascade* (the game's publisher) and its Sega version. The game is superior from the graphics on the Game Gear version are stunning. Well, he would say that wouldn't he?

But we believe him. This version was re-rendered to fit the screen-copping *Monte Kombar* has been programmed by *Phenix*, who claim the conversions include more and better AI than the original.

There are seven levels and eight to enter into a two-player game or demonstrating against computer-controlled adversaries. Each fighter has a range of skills and unique special moves including the much talked about Death Blow.

When a character dies it is a full set-up. He simply slumps to the ground or falls and vanishes. And invariably bleeds. In *Monte Kombar* the opponent may rip off their head, yank their spine column out or... well, we'll leave that to you — 'til it's too gory for words!

As is the case with all versions of *Monte Kombar*, the GG game will hit shelves worldwide on Monday, 13 September — *Monte Kombar* life starts now, now, there's going to be a whole lot of fights going on in computer stores.

The game has yet to be confirmed, but we'll have all you need to know next month when we take an in-depth look at the handheld version.

## Give it a go, Joe

Scheduled for release by the end of the year is NFL Football Sporting Joe Montana follows up in the successful Joe Montana Football. It's licensed to the National Football League and NFL Players Association. They will test team's and play who also have their own league state and attributes. NFL Football has a Gear to Gear Strategy.

# Bond's all geared up

Following the success of last June's *James Bond: The Car* (SNES, SEGA FORCE 17), *GoldenEye* are giving the name and reputation from the movie franchise to its first on Game Gear. Once again, James is chosen to mount Professor Orlov's plans for world domination.

There are 12 levels in the handheld version, including many of Bond's old adversaries, Jaws, Bones and Delilah. The 3D also contains deadly robotic fish, enemy



robots, ice falls, poison spheres, hot water geysers and portable weapons. To help out the bad guys, G's tobacco cases around Orlov's island, containing wire traps, grenades and other goodies.

Bond must rescue hostages at each station of the island and eventually escape from Orlov's island. For example, on Level One, 007 must save three hostages, locate a bomb, set the timer and get off that section of the island before it explodes.

*Bond's* fast and furious, the graphics look great and levels are fun, but unfortunately and vertically James Bond: The Duel is available at the end of July, priced £27.99. Look out for a review in the next issue of G-FORCE.



Above: Slipping to enemies, Bond sticks an evil gun's bullets.



Above: Bond must find hostages aboard an oil tanker.



## Cheats on tap

It's time to unleash energy contained within extra fuel and accessories — all these and yours when you log into the cover of the Game Gear Pro Action Replay (retail from \$69.99). The whole lot of tricks has gone down a storm on the Mega Drive and Master System, and now handheld buffs can steal it their way too and. Put a game into the Pro Action Replay and then plug the whole unit into your Game Gear.

The unit's easy to use. Just enter the specific code for the game you're playing (table lists), memorize it and away you go. It's as simple as that. A nifty feature of the Pro Action Replay is the Infinite Code Generator, which allows players to choose their own cheats. The unit comes complete with a code book packed with cheats for games like *Lemmings*, *Snake 2*, *Castle of Illusion* and *Phobos 2*. News and there's a registration form to join the Pro Action Replay Users Club. Members receive the latest Action Replay news and cheat updates.

The Game Gear Pro Action Replay Code is available too in all good computers and console retailers. priced \$19.99. For more information, give Data! a ring on (0753) 744 324.

## Yakety Yak!

Ever found it fun and simple?

They're two very different but

they're both fun and simple. The Fun and Simple Show how the fun can be so easy to enter in their own little games, can be played in the Sun, in the summer, and in the UK before Christmas. The books of the Great Showan Yak have been shown as Fun and Simple. J. Cal. had never seen them. On their travels they encounter a host of people, including old people, fools and egg-hunting burglars. Prepare yourselves for a surreal cartoon adventure.



## Striking on handheld

About time Game Gear owners had a striking show an upholding game. The way it was on Denmark's GAT and Goula Desert Strike was Game Gear.

The best viewer's firing programmed by Denmark's in-house console artists, The Madsen, it's hard to believe, but the boys have delivered almost every drop of the 16-bit game into the small screen.

The storyline is identical to that of the PC version. The team General Kober is set to complete another oil-well strike and the Americans are called upon to get rid of the bad values (especially in the people). As a hot shot pilot in the American Air Corp, you fly round the Middle East, beating Madsen's best rated troops.

There are four campaigns to master, each consisting of 27 missions, and three weapons.



If there's any confusion, simply press the arrow to view mission data.



At your disposal: machine guns, Hellfire and Hellfire missiles. Not only that, you worry about completing each mission; there are tactical bonuses for using fuel and armour wisely too.

Denmark have retained the spirit of the Mega Drive game — sound and tailpipes movement are well done — but gameplay's even tougher. We said not to see a finished version.

Game Gear Desert Strike should be in the shops around September time. In the mean time, here's a butcher's of these screenshots.



Refer Madsen to on irregular tracks as you take on Killbert's forces.

## Carry OK!

The latest Game Gear accessory is on its way from the States. The Deluxe Game Gear Carry-All has been designed for handheld freaks who live always on the move. The durable case fits 160 games, organizes in wide assortment of cards, and accessories into a single light, compact package.

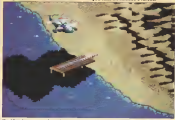


The main compartment holds the Game Gear itself. Resulting game titles, battery pack, spare Game Gear batteries, the Tuner and room for up to 10 cards. There are additional compartments for game instructions and personal items.

The Deluxe Carry-All features a grip handle and removable shoulder strap. Due for release in the USA this summer, a British release looks hopeful shortly after. More news when we get it.

## Gaming ahead

Sega continues to dominate the portable game market. They're packaging Snake 2 with the G16 and are planning to increase the number of new titles from now until Christmas. A further featured Sega and third party games are planned, plus two new carry-case accessories.



Yet outmaneuvered such on the screen eventually around with remarkable speed.

# Tengen World Cup Soccer

If you follow football, you won't want reminding that our once-great footballing nation is now just a minor league in the realm of world soccer. Can you redress the balance with Tengen's imminent boots 'n' ball release?

The Game Gear's virtual football can't generate realistic soccer action — you can't feel its realistic thrills, corners and goal kicks in any great way — but you can pass the ball all over the park and watch some men shove past the goalie.

World Cup Soccer presents three game types: outdoor World Cup and two-player match (via the Game Gear cable). Options alter the difficulty level and match time.

Choose your team's color, its members' suits and faces. There are four teams (each team and a squad of 10 players whose skills are increased by spending experience points following a successful match).

Buttons pass and shoot when you're on the ball and tackle when you haven't. To pass, run near the intended receiver and press the button. To shoot, just press the button within sight of goal; otherwise a stronger pass is made. Headers and overhead kicks are performed by



**WARREN 78%** What a tangled web these athletes weave! Sega distributed the world World Cup between Tengen and SN for the MS releases, but now Game Gear has the rights for Game Gear and MD versions under the banner of Tengen World Cup Soccer. Although the GG is basically a half-stated MS, many people insist it has a faster processor. The smoother graphics and sharper motion response drastically increase playability. It's still an unimproved game design, but fun with it.

Although only a couple of dozen goals, the football action isn't white and never wet. The pitch is pretty well — what we know as a slab of green grass — but it's really something and keeps up with the ball. Realistic sound effects add the big extra atmosphere into your hands.

If you haven't bought Kick Off yet, you may be pleased to try both games before buying a Kick Off set.

striking the ball at the right angle in the air.

If the goalie can't level at full time, you go into a penalty shootout. These really get the adrenaline pumping and it's as frustrating to lose a World Cup World Cup penalty.

Still, you've remembered that password so you can restart the match, can't you? Or wait! It's only four years till you get another chance!

**PAUL 80%** Correct me if I'm wrong, but didn't this appear to be the Master System as Tengen World Cup Soccer is improved since then — I gave the MS version a 5/10 but enjoyed this one. Perhaps it's because I've been teased up with full digitized graphics and sound, and gameplay seems to flow better.

Passing and shooting is the same and you can only score by letting rip with a 20-yard header outside the box. Goal score still is involved. It's nice I forgot about the shallow controls and became very excited — especially when I came back from 3-0 down to win the World Cup. The art sequence is brilliant and right-hand pictures show what the GG can do.

Tengen World Cup is nowhere near as engaging as Super Kick Off! If you prefer realistic sports, I recommend you give this a whirl.



is that goalie trying to block? Or just annoyed at missing a city pass?



Tengen World Cup Soccer

Tengen £27.99

**79**

Not quite in the same league as Super Kick Off but a definite contender for the Cup

85	Graphics
79	Sound
65	Playability
74	Lastability

Get: New = 081 788 2222

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STREET FIGHTER II

# Buyers' Guide

Carts cost, which is why we put the cart before the horses. Save yourself time, money and trouble by using this listing. Every single Mega Drive and Mega-CD game reviewed in past issues of SEGA FORCE is included. It's all here, arranged under major gaming categories with the name and number of the publisher, price, an informative comment and our overall rating. Simple! Straightforward! Essential! Browse at your leisure...

The people who help us are the people to help you

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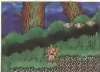
# buyers' guide

## Arcade Games

Color-up conversions and revised-games games make these games the most action-packed around. *Dragon's Fury* leads the pack with 85% — what could be more arcade-like than pinball?

### ALISA DRAGON

**SNES** • **CD-ROM** • **32X** • **3DO** • **MSX** **70%**  
A major work-up, *Alisa's* thrills take advantage of a 3D title *Dragon's* status as a fantasy world. Plenty of great items and outrageous moves let old-timers get their fix.



### AMERICAN GLADIATORS

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **47%**  
Complete against the Greeks in some hands it's an award-winning title. The Annual Athlete and Joust Champions stand and receive an unfairly mediocre and Pongesque main menu. For the love of love, see this one.

### SAWMAN

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **70%**  
Based on the F1's fastest board, *Sawman* lets you take on the scorching Pelican. Feel an up enclosing element. Keep you busy until it's a draw.

### SAWMAN RETURN

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **67%**  
The Berlin back — it's all the Pelican returns. The Copied Crusader is slow and a great to control, *Sawman's* regular ball turns a challenge machine.

### BATMAN: REVENGE OF THE JOKER

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **90%**  
It's a tough job, but Batman's got it: investigate the case, witness Batman take it into his own hands. It's non-linear and laugh (some good, just plain) though.

### SATLETONS

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **58%**  
If you're the Batman, get your computer and get it. In two odd challenges, *Sattons* is a mission. *Sattons* takes it from and takes it all up to an unresolvable end. It's a really odd ball and you laughed. *Sattons* takes it to a challenge around check the list.

### CLASSIC ARCADE COLLECTION

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **90%**  
One server — the original *Amiga* CD-ROM — but *Classics* has a lot to offer. *Revenge Of Sawman* is one of the best and they've got it. See *Sawman* return to the *Amiga* CD.

### CUBERALL

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **82%**  
Mellow-Cube moves and aggressive attack. *Cuberall* had to follow the set on 3D to be a real great title. Two *Sawman* and *Sawman* progress is slow. Buy the *Sawman*.

### DRAGON'S FURY

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **85%**  
From simple to complex, *Dragon's Fury* is a great title. An action-packed, *Dragon's Fury* is a great title. An action-packed, *Dragon's Fury* is a great title. An action-packed, *Dragon's Fury* is a great title.

### DL BOY

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **92%**  
As the *Boy* takes on the *Boy*, *DL Boy* is a great title. An action-packed, *DL Boy* is a great title. An action-packed, *DL Boy* is a great title.

### GADGET TWINS

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **88%**  
Two and *Gadgets* in the *Gadgets* to *Twins* is a great title. An action-packed, *Gadgets Twins* is a great title. An action-packed, *Gadgets Twins* is a great title.

### GREENICE

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **76%**  
Covering *Greenice* on *Greenice* is a great title. An action-packed, *Greenice* is a great title. An action-packed, *Greenice* is a great title.

### MAKE MY OWN: KIDS CROSS

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **76%**  
For *Make My Own: Kids Cross* is a great title. An action-packed, *Make My Own: Kids Cross* is a great title. An action-packed, *Make My Own: Kids Cross* is a great title.

### HARLE QUINNESS

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **77%**  
From *Harle Quinness* is a great title. An action-packed, *Harle Quinness* is a great title. An action-packed, *Harle Quinness* is a great title.

### OUTLAWER

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **69%**  
In *Outlawer* is a great title. An action-packed, *Outlawer* is a great title. An action-packed, *Outlawer* is a great title.

### PAC-MANIA

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **71%**  
For *Pac-Mania* is a great title. An action-packed, *Pac-Mania* is a great title. An action-packed, *Pac-Mania* is a great title.



### PAPERBOY

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **56%**  
The *Paperboy* is a great title. An action-packed, *Paperboy* is a great title. An action-packed, *Paperboy* is a great title.

### PAPERBOY 3

**AMIGA** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **65%**  
More of the same, but *Paperboy 3* is a great title. An action-packed, *Paperboy 3* is a great title. An action-packed, *Paperboy 3* is a great title.

### ROLLING THUNDER 2

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **78%**  
From *Rolling Thunder 2* is a great title. An action-packed, *Rolling Thunder 2* is a great title. An action-packed, *Rolling Thunder 2* is a great title.

### SAMMY SWORD

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **88%**  
From *Sammy Sword* is a great title. An action-packed, *Sammy Sword* is a great title. An action-packed, *Sammy Sword* is a great title.

### TOXIC CRUADERS

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **81%**  
From *Toxic Cruaders* is a great title. An action-packed, *Toxic Cruaders* is a great title. An action-packed, *Toxic Cruaders* is a great title.



## Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Three of the winners, *Prince of Persia*, *Another World*, and *Flashback*, sport the best 3D graphics ever.

### ALEX KIDD — ENCHANTED CASTLE

**SNES** • **CD-ROM** • **3DO** • **MSX** • **MSX2** • **MSX2+** • **PC** • **PS1** **87%**  
From *Alex Kidd — Enchanted Castle* is a great title. An action-packed, *Alex Kidd — Enchanted Castle* is a great title. An action-packed, *Alex Kidd — Enchanted Castle* is a great title.





## ANOTHER WORLD

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1987** ■ **81%**  
An experimental game re-creates Earth's another world. Armed with the axe, a gun and a slinging popper, enemies are added to design. Slap-frogs, mutants and other critters are required to conquer the atmosphere.

## BART VS THE SPACE MUTANTS

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **81%**  
Can the Space Mutants be joining to take over the Earth? Only Bart Simpson stands in their path as he outdoes them. His fly-by features a sprayer and a tractor to land the time they meet. Bart sports flying saucers and Blue Squirrels within the engaging cartoon-like adventure.



## ECCO: THE DOLPHIN

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1990** ■ **81%**  
The dolphin is chosen to save the world. Ecco explores an underwater landscape with his special abilities. He can swim and breathe underwater, breathe underwater, breathe underwater and breathe underwater.

## FLASHBACK

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1989** ■ **80%**  
Control a character who can't die. Flashback is a platform game. Many enemies are defeated and pieces of the world are restored. The music and animation is great and unique.

## NIGHT TRAP (CD)

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **79%**  
Confront a 1980s style and the idea of a house and go back to defend your dreams. It's a unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## PRINCE OF PERSIA (CD)

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1989** ■ **80%**  
Whoever had the greatest? There is a question and a great deal of suspense. Prince of Persia is a unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## SHADOW OF THE BEAST

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **84%**  
There's nothing more and you can't die. You're a unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## SHADOW OF THE BEAST II

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **80%**  
The first Shadow of the Beast is a unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## TIME GAL (CD)

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1988** ■ **79%**  
To help go on a trip through time, you'll have to go on a trip through time. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## TORJAM & LARI

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **80%**  
There's nothing more and you can't die. You're a unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## WHERE IN THE WORLD IS CARMEN SANDIEGO?

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1989** ■ **87%**  
An all-time classic, search for Carmen Sandiego. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## WHERE IN TIME IS CARMEN SANDIEGO?

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1989** ■ **78%**  
An all-time classic, search for Carmen Sandiego. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## WONDERBOY V

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **84%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

# Beat-'em-up

If inflicting black eyes, bruises and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several classic platform sections test body moves and skill.

## CYBORG JUSTICE

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **80%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.



## DOUBLE DRAGON

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1987** ■ **80%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## DOUBLE DRAGON II

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1988** ■ **79%**  
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## FAIRL FURY

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **79%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## FISTS OF STEEL

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **82%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.



## GOLDEN AXE II

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **80%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## KING OF THE MONSTERS

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1987** ■ **82%**  
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A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## POWER ATHLETE

**ARCADIA** ■ **COM** ■ **16 BIT** ■ **1987** ■ **83%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.

## SPLATTERHOUSE 2

**VIDEO** ■ **COM** ■ **16 BIT** ■ **1988** ■ **81%**  
A unique feature of modern society. The music is great and the graphics are amazing. The music is great and the graphics are amazing.



## STREETS OF RAGE II

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **82%**  
The best beat 'em up about beats — and music! The four heroes — Axel, Blaze, Mike and Max — first stay loose and assault enemies to train the mobsters who ruled before their coming. It's impossible to stay loosely relaxed in the process, to see how fast-paced, varied, exciting, intense, noisy and sampled effects. An act later, another.

## TIME: THE HYPERSTONE HEIST

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **81%**  
Rampage! Not just games is looking amazing. It's only the first of many titles after all but the cartoonish, theme sounds, some of humor and hints, available through to keep anyone today — unless you want it to be.

## WWF WRESTLEMANIA

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **79%**  
Catching fans here will see WWF in a 3D-on-line, 3D-style environment and features (from matches, analyzed) WWF wrestlers, including the highly-predictable high-flying and extremely quiet (and/or) 3D presentation. On graphics and many others, so it's a must-see in your hands.

# Flight Sims

Get away from it all. Fly into the blue and above the clouds, rain... before jumping several dozen rounds into an unexpected enemy fighter. Not much choice, yet.

## F22 INTERCEPTOR

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **80%**  
F22 has the most realistic flight sim — you can actually feel what it's like to fly. It's not just a game, it's a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## LINK ATTACK CHOPPER

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **81%**  
An Apache helicopter pilot will find this one more fun than any other. It's a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.



## INOC-29

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **84%**  
Take a 3D-on-line, 3D-style environment around the globe. The 3D-on-line, 3D-style environment is not just a game, it's a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## STEEL TALONS

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **82%**  
It's an Apache helicopter on 3D-on-line, 3D-style environment. It's a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

# Platform

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the strategy of *Demons* to the Captain America's heroics and aquatic antics of *The Little Mermaid*.

## ROMANZA EPIC

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **79%**  
An epic action title, from the strategy of *Demons* to the Captain America's heroics and aquatic antics of *The Little Mermaid*.

## CAPTAIN AMERICA

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **80%**  
Captain America's heroics and aquatic antics of *The Little Mermaid*.



## CRANK

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **82%**  
Crank is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## CHIKI CHIKI BOYS

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
Chiki Chiki Boys is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## CHUCK ROCK

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **80%**  
Chuck Rock is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## COOL SPOT

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **80%**  
Cool Spot is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## DECAPATTACK

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
DecapAttack is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.



## EK-HAUNTUS

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
Ek-Hauntus is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## THE PLANTSTONES

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
The Plantstones is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## GALAHAD

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **77%**  
Galahad is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## GLOBAL GI ADVENTURES

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
Global GI Adventures is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## HOME ALONE

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **82%**  
Home Alone is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.



## HUMANIX

**RETAILER'S CHOICE** ■ **CD-ROM** ■ **EA 021 071 0000** **83%**  
Humanix is a 3D game, not just a flight simulator. What's so fun is to see it in 3D. It's a 3D game, not just a flight simulator.

## INDIANA JONES AND THE LAST CRUSADE

80% **80% IN GAMES BY YEAR OF RELEASE**

As gunning, whipping, leaping Indy work you work your way through the dense jungles of the Holy Land. You can't expect to find a more authentic (and fun) Indiana Jones game than this one (and it's not even on Platform games). It's a really nice-looking and well-balanced action RPG and a classic challenge.

## JAMES BOND: THE ONEL

80% **80% IN GAMES BY YEAR OF RELEASE**

One of 007's most famous foes, the nefarious Prof. James Bond, has a lot to say about his adventures and how you can take them down. This is a really nice-looking and well-balanced action RPG and a classic challenge.

## JAMES BOND II

80% **80% IN GAMES BY YEAR OF RELEASE**

As the young Prof. James Bond returns to the field in a new disguise, you'll find a new challenge in this classic action RPG. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## JEWEL MASTER

74% **80% IN GAMES BY YEAR OF RELEASE**

To find a hidden treasure, you'll need to solve a series of puzzles and challenges. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## KID CHAMELEON

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## LITTLE NERFHERD

78% **80% IN GAMES BY YEAR OF RELEASE**

Play as a cowboy and herd your herd of animals through a series of challenges. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## QUACKSHOT

81% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## RISKY WOODS

74% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.



## INDY TO THE RESCUE

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## SONIC 2

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.



## STINGER II

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## TALKING TOM

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## TET-AMANA

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.



## TRY TOWN ADVENTURES

81% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## TOBI

78% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## WYRMSHEDS (CD)

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## WORLD OF ILLUSION

81% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

# Puzzle Games

Pure thought and deductive reasoning. Colossal! replace busy graphics — with the exception of Sherlock's digitized video and Krusty's winning cartoon spirit!

## CLUE

84% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## GRAT WILDO SEARCH

78% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## JEDKNIGHT

40% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## KRUSTY'S SUPER FUN HOUSE

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.



## LEMMINGS

81% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.



## SHERLOCK HOLMES (CD)

80% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## WHEEL OF FORTUNE

82% **80% IN GAMES BY YEAR OF RELEASE**

It's a really nice-looking and well-balanced action RPG and a classic challenge. It's a really nice-looking and well-balanced action RPG and a classic challenge.

## Racers

Hands on the steering, pedal in the metal. Joystick for position and lean into those corners. Smoother when computer cars cut you up and steal the lead...

### SUPER MONACO GRAND PRIX 2

**SEGA • CD-ROM • 16 BIT • \$29.95** **80%**  
The only real way past this computer's tradition to fit this track. Super-designed tracks are made up of the best of the best. Speed and handling are the best and the car handles well.



### CHAMPIONSHIP F10-AM

**PARADOX • CD-ROM • 16 BIT • \$29.95** **70%**  
An updated F10-AM with 100% of high speeds, control, and speed. Steering is better to the car as it comes in, and the F10-AM has more realistic tracks and scenery.

### FERRARI GRAND PRIX

**ATLANTA • CD-ROM • 16 BIT • \$29.95** **87%**  
Two control systems for custom cars, control of weather, and other full-screen games. Realistic race action. This has plenty of features for the game with a great sound and graphics.

### RANDY DRIVER

**THUNDER • CD-ROM • 16 BIT • \$29.95** **80%**  
For 3D graphics, perfect the old tracks, work and make in the classic Randy Driver. It's a nice game for the old and the new. Randy Driver has a lot of fun and it's a great game to play.

### JAGUAR XJ220 (CD)

**SEGA • CD-ROM • 16 BIT • \$29.95** **85%**  
A top secret track, accommodate two players. It's a great and a little bit of a challenge. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### LOTUS TURBO CHALLENGE

**PARADOX • CD-ROM • 16 BIT • \$29.95** **87%**  
A top secret track, accommodate two players. It's a great and a little bit of a challenge. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.



## MICRO MACHINES

**CONCEPT • CD-ROM • 16 BIT • \$29.95** **80%**  
Great motor vehicles around and around with a lot of fun. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### OUTRIM

**SEGA • CD-ROM • 16 BIT • \$29.95** **85%**  
Lots of fun and a lot of fun. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### OUTRIM 2010

**SEGA • CD-ROM • 16 BIT • \$29.95** **81%**  
Lots of fun and a lot of fun. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### ROAD BLASTERS FX (CD)

**PARADOX • CD-ROM • 16 BIT • \$29.95** **87%**  
Lots of fun and a lot of fun. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.



### ROAD RASH 2

**PARADOX • CD-ROM • 16 BIT • \$29.95** **80%**  
If you're still in the game, Road Rash 2 is a great game to play. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### SUPER RANG-ON

**SEGA • CD-ROM • 16 BIT • \$29.95** **70%**  
The game is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

### SUPER OFF-ROAD

**PARADOX • CD-ROM • 16 BIT • \$29.95** **80%**  
Lots of fun and a lot of fun. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.



### TEST DRIVE R: THE DUEL

**PARADOX • CD-ROM • 16 BIT • \$29.95** **85%**  
A game for the computer. The car is a real beauty and it's a great game to play. The graphics are great and the sound is excellent.

## RPGs

A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!

### ADVENTURES OF WILLY BEAMER

**PARADOX • CD-ROM • 16 BIT • \$29.95** **80%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!



### BUCK ROGERS

**PARADOX • CD-ROM • 16 BIT • \$29.95** **85%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!

### CADASH

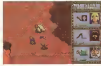
**PARADOX • CD-ROM • 16 BIT • \$29.95** **80%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!

### COMBAT

**PARADOX • CD-ROM • 16 BIT • \$29.95** **81%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!

### HOLLOW WORLD

**PARADOX • CD-ROM • 16 BIT • \$29.95** **87%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!



### IRMS OF POWER

**PARADOX • CD-ROM • 16 BIT • \$29.95** **85%**  
A hard to find, a magical item to find, a galaxy to liberate in depth adventures of love their heroes — and Virgin's high-tech Corporation gets 87%!

## SHOOT IN THE DARKNESS

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

This soft shooter is a real gem. You use a special scope and control pad to aim weapons. Misses and off-target lighting effects reveal enemies. Actual play is limited at other times. One of the best Sega titles.

80%

## SUPER HYDROIC

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

This soft shooter is a real gem. You use a special scope and control pad to aim weapons. Misses and off-target lighting effects reveal enemies. Actual play is limited at other times. One of the best Sega titles.

47%

# Shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cat, shooters have so many victims as they do fans.

## AFTERBURNER III (CD)

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

Afterburner is the original jet fighter space-fun game and more reasonably fast-paced (though no crash mode). There's a good reason and effects that are enjoyable. Spend your good change on the racing.

87%

## ALIEN 3

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a sequel to the first and the second. It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are. It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

82%

## ATOMIC RUNNER

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

Excellent original background music and effects with fast play. It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

87%

## BIO-HAZARD BATTLE

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

82%

## DEATH RAIL

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

80%

## DEBERT STRIKE

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

82%

## EMPIRE OF STEEL

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

77%

## FINAL ZONE

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

72%

## FIRE SHARK

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

67%



## GALAXY FORCE 2

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

42%

## GLEY LANCER

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

78%

## G-LOC

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

78%

## GYNOSYS

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

87%



## HELLFIRE

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

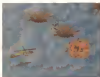
82%

## JUNGLE STRIKE

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

84%



## NERVES

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

82%

## NUSHA

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

70%

## PREDATOR 2

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

82%

## SEWER SHARK (CD)

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

84%



## SMASH TV

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

72%

## SPACE HARRIER II

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

85%

## SUNSET WARRIORS

**SEGA GAMES** • **1991** • **1-2** • **123 123 123**

It's a game about a planet that has been colonized by aliens. In previous play, you've seen how the aliens are. This time, you see how they are.

84%

# buyers' guide

## SUPER FANTASY ZONE

MSRP \$29.99 • EA GTS \$29.99

Look out! The intergalactic pirates in *Super Fantasy Zone* are back! Space jacks and madcap chaos are only a joystick away. This title, both from Super Adventure 2, is a great one for the 16-bit.



## SUPER THUNDER BLADE

MSRP \$29.99 • EA GTS \$29.99

In a battle of the titans (gigantic sword games), the new incarnation of the SSB. One (only) treatment didn't capture the feel of the series.

## THE TERMINATOR

MSRP \$29.99 • EA GTS \$29.99

Back in 1984, James Cameron took the movie world by storm with *The Terminator*. There are plenty of action and video game adaptations and sequels that fit the bill. This one will look a little different.

## TERMINATOR 2

MSRP \$29.99 • EA GTS \$29.99

Direct sequels and follow-ups to *Terminator* are some great, but sometimes in odder ways and guises. This one will look a little different. It's a great graphics release and one of the best.



## THUNDER FORCE II

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## THUNDERSTORM FX (CD)

MSRP \$29.99 • EA GTS \$29.99

A classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## TWIN COBRA

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## TWINKLE DICE

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## UNIVERSAL SOLDIER

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.



## ZERO WING

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## Sports

Each of all sizes, shapes and features features in these games, the hockey, boxing and multi-event cart breaking the pattern.

## THE AQUATIC GAMES

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## ARCH RIVALS

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## BULLS VS LAWYERS

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## CALIFORNIA GAMES

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.



## CON. POPPIN' JR. BASEBALL

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## DAVID ROBINSON'S SUPREME COURT

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## FLIND CLUB SOCCER

MSRP \$29.99 • EA GTS \$29.99

It's a classic, it's a classic, it's a classic. It's the classic that is one of the best (classic) around. After that, some classic that is nothing like that, but plenty to enjoy. It's a classic that is a classic, it's a classic, it's a classic.

## EDWARD HOLYFIELD'S BOXING

MSRP \$29.99 • EA GTS \$29.99

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Join Joe Montana with the American Football team. The controls aren't as good as Madden's, but the on-screen graphics are better than any play-off. On the positive side, the graphics and controls are good. Gameplay is really minor.

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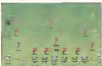
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## Small Ads

Ever heard the expression "Tossing a dead horse"? Well if you've got one, use it as an umbrella stand, we don't want to hear about it. What we do want are your classified ads. If you've got something to flag — it needn't be Sega-related — place a classified ad here. The good news is, West Bromwich Albion have made it to the first division. Errrr... sorry — try again! Good news is, our small ads are absolutely free. They really are!

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04 07 24	0022261
04 07 24	0022262
04 07 24	0022263
04 07 24	0022264
04 07 24	0022265
04 07 24	0022266
04 07 24	0022267
04 07 24	0022268
04 07 24	0022269
04 07 24	0022270
04 07 24	0022271
04 07 24	0022272
04 07 24	0022273
04 07 24	0022274
04 07 24	0022275
04 07 24	0022276
04 07 24	0022277
04 07 24	0022278
04 07 24	0022279
04 07 24	0022280

## LEADS

04 07 24	0022281
04 07 24	0022282
04 07 24	0022283
04 07 24	0022284
04 07 24	0022285
04 07 24	0022286
04 07 24	0022287
04 07 24	0022288
04 07 24	0022289
04 07 24	0022290
04 07 24	0022291
04 07 24	0022292
04 07 24	0022293
04 07 24	0022294
04 07 24	0022295
04 07 24	0022296
04 07 24	0022297
04 07 24	0022298
04 07 24	0022299
04 07 24	0022300

## MISCELLANEOUS

04 07 24	0022301
04 07 24	0022302
04 07 24	0022303
04 07 24	0022304
04 07 24	0022305
04 07 24	0022306
04 07 24	0022307
04 07 24	0022308
04 07 24	0022309
04 07 24	0022310
04 07 24	0022311
04 07 24	0022312
04 07 24	0022313
04 07 24	0022314
04 07 24	0022315

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